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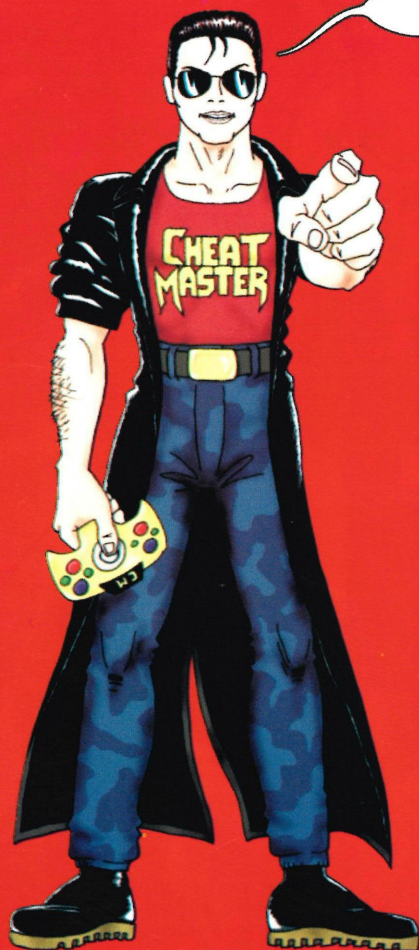


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| <b>A</b><br>A Bug's Life<br>Aero Fighters Assault<br>Aero Gauge<br>Air Boarder 64<br>All Star Baseball Series<br>Armorines<br>Army Men Sarge's Heroes<br>Automobili Lamborghini | <b>B</b><br>Banjo Kazooie<br>Battle Tanx 1 & 2<br>Battle Zone<br>Beetle Adventure Racing<br>Bio Freaks<br>Blast Corps<br>Body Harvest<br>Bomberman 64<br>Bomberman Hero<br>Buck Bumble<br>Bust a Move 2 & '99 | <b>C</b><br>California Speed<br>Carmageddon<br>Castlevania 1 & 2<br>Chameleon Twist 1 & 2<br>Charlie Blast's Territory<br>Chopper Attack<br>Clayfighter 64<br>Command & Conquer 64<br>Cruis'n the World<br>Cruis'n USA<br>Cyber Tiger Woods Golf | <b>D</b><br>Daikatana<br>Dark Rift<br>Deadly Arts<br>Destruction Derby 64<br>Diddy Kong Racing<br>Donkey Kong 64<br>Doom 64<br>Duel Heroes<br>Duke Nukem 64<br>Duke Nukem: Zero Hour | <b>E</b><br>Earthworm Jim | <b>F</b><br>F1 Pole Position<br>F1 World Grand Prix<br>FIFA 64, '98 & '99<br>Fighter's Destiny<br>Fighting Force 2<br>Flying Dragon<br>Forsaken<br>Fox Sports. Coll. Hoops '99<br>F-Zero X | <b>G</b><br>Gauntlet Legends<br>Gex<br>Glover<br>Goeman's Great Adv.<br>Goldeneye<br>Golden Nugget 64<br>GT 64 Championship Ed. | <b>H</b><br>Hexen<br>Hot Wheels Turbo Racing<br>Hybrid Heaven | <b>I</b><br>Iggy's Reckin Balls<br>In Fisherman Bass 64<br>Int. Superstar Soccer<br>ISS '98 | <b>J</b><br>Jeopardy<br>Jet Force Gemini<br>Jikkyou Soccer France '98<br>J-League 11 Beat '97 | <b>K</b><br>Ken Griffey Jr's. Slugfest<br>Killer Instinct Gold<br>Knife Edge: Nose Gunner<br>Knockout Kings 2000<br>K. Bryant: NBA Courtside | <b>L</b><br>Lego Racers<br>Lode Runner 3D | <b>M</b><br>Mace: The Dark Ages | <b>N</b><br>Madden 64<br>Madden NFL '99<br>Magical Tetris Challenge<br>Major League Baseball<br>Mario 64<br>Mario Golf<br>Mario Karts<br>Mario Party 1 & 2<br>Micro Machines<br>Mike Piazza's Strike Zone<br>Milo's Astro Lanes<br>Mischief Makers<br>Mission Impossible<br>Monopoly<br>Monster Truck Madness<br>Mortal Kombat: Sub Zero<br>Mortal Kombat: Trilogy<br>Mortal Kombat 4<br>Multi-Racing Champ.<br>Mystical Ninja 1 & 2 | <b>O</b><br>Nagano Olympic Hockey<br>Nagano Winter Olympics<br>Nascar Racing '99<br>NBA Courtside<br>NBA Hangtime<br>NBA Jam '99<br>NBA Live '99 & 2000<br>NBA Zone '98<br>New Tetris<br>NFL Blitz 1 & 2000<br>NFL Quarterback '98<br>NFL Qtrback. Club Series<br>NHL Breakaway Series<br>NHL '99<br>Nightmare Creatures<br>Nuclear Strike 64 | <b>P</b><br>Paperboy 64<br>Penny Racers<br>Perfect Striker<br>Pilot Wings<br>Pokemon Snap<br>Pokemon Stadium | <b>Q</b><br>Powerful World Soccer 3<br>Premier Manager 64<br>Pro Baseball King<br>Puyo Puyo Sun 64 | <b>R</b><br>Quake 2<br>Quake 64<br>Quest 64 | <b>S</b><br>Rakuga Kids<br>Rampage: Universal Tour<br>Rampage: World Tour<br>Re Volt<br>Ready 2 Rumble Boxing<br>Roadsters<br>Robotron 64<br>Rugrats: Scavenger Hunt<br>Rush 2 Extreme Racing | <b>T</b><br>1080 Snowboarding<br>Tarzan<br>Tetrisphere<br>Tonic Trouble<br>Tony Hawk's<br>Top Gear Overdrive | <b>U</b><br>Top Gear Rally 1 & 2<br>Toy Story 1 & 2<br>Triple Play 2000<br>Turok 1, 2 & Rage Wars<br>Twisted Extreme Series | <b>V</b><br>Vigilante 8<br>Vigilante 8 2nd Offence<br>Virtual Chess 64<br>Virtual Pool 64<br>V-Rally '99 Edition | <b>W</b><br>Waialae Country Club<br>War Gods<br>Wave Race<br>W.Gretzky Hockey Series<br>WCW Mayhem<br>WCW Nitro<br>WCW Vs NWO Series<br>Wetrix<br>Winback: Covert Ops.<br>Wipeout 64<br>World Cup '98<br>World Driver Champ.<br>WWF Attitude<br>WWF War Zone<br>WWF WrestleMania 2000 | <b>X</b><br>Xena Warrior Princess<br>Xg2 | <b>Y</b><br>Yoshi's Story | <b>Z</b><br>Zelda |
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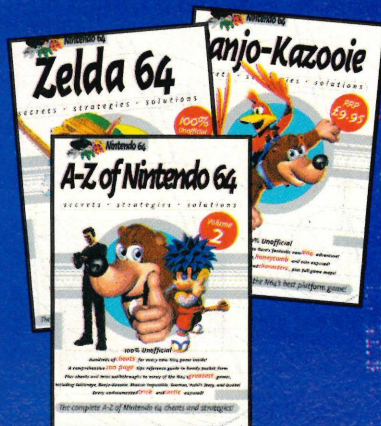
Goldeneye



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As if that wasn't enough, we're also throwing in a *N64 Secrets, Strategies & Solutions* book – you'll get either *Zelda 64*, *A-Z of Nintendo 64 Solutions Volume 2* or *Banjo-Kazooie* – completely FREE!

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03



Turn to  
page 90 to  
subscribe!



# Starcraft 64

The conversion of one of the most popular PC strategy games ever finally arrives... and boy is it hot!



44

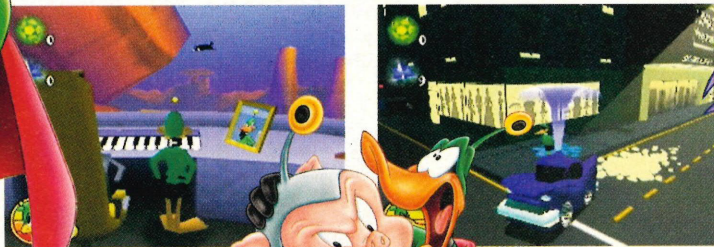
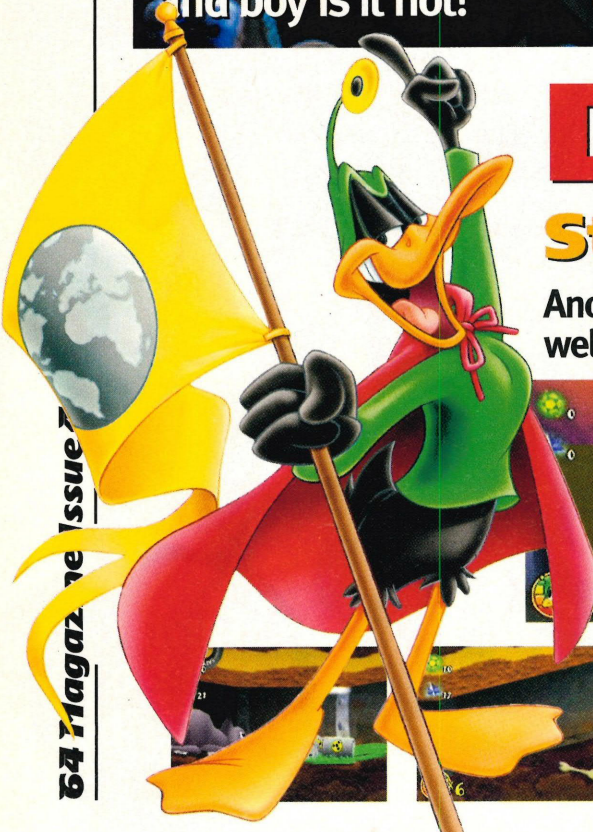
## Duck Dodgers

Starring Daffy duck

Another space-based game, this time with a well-known loud-mouthed duck as the star.



24

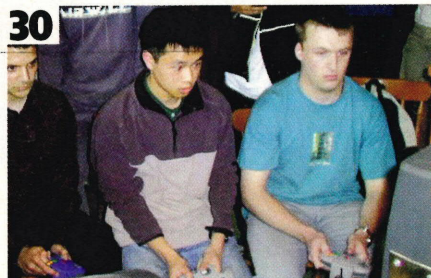




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## Carnage at Bournemouth University!



We cover the first student Goldeneye competition  
at Dorset's premier seat of learning... cheap beers  
all round!



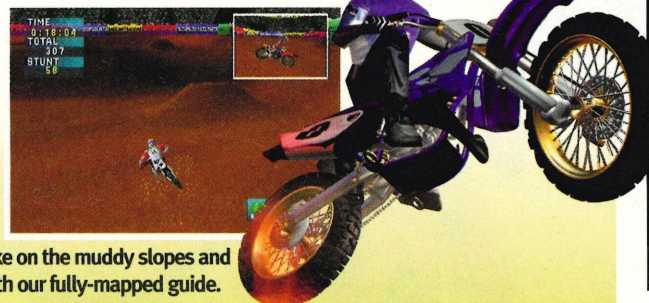
## Those were the days...

Ever wondered what videogames were like in the  
old days? No? Well we're gonna tell you anyway...

# Jeremy McGrath Supercross 2000



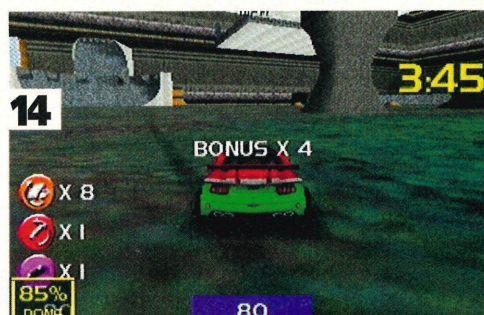
Four wheels good... two wheels better. Take on the muddy slopes and  
dirty dips of Acclaim's motorcycle racer with our fully-mapped guide.



## Network gaming comes of age

Fancy a bit of full-screen multiplayer action? Pop along to  
the Cyb@r games Lounge in London...

## San Francisco Rush 2049



This Midway racer has come on an awful long way since  
we last saw it - check it out for yourself!

## Quick Search...

Use our coloured section headings  
to find the pages you want. Fast!

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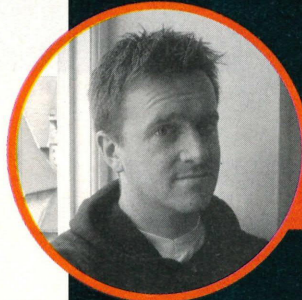
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## EDITORIAL

Phew! What a month it's been. You know, here at 64 MAGAZINE we reckon we've been doing a pretty good job lately. How do we know? Well from your letters of course (which are always welcome) but also from something else... from our competitors. You may remember that back in issue 39 we gave you the first, exclusive review of *Perfect Dark*. Hardly had our issue hit the shelves when we received a very nasty email, criticising us for the review – which although anonymous could only (from certain things that were written in it) have come from another N64 journalist (or someone who considered themselves to be a journalist anyway). Then, after all the rival magazines had run their own *Perfect Dark* reviews, each one claiming it to be the first – better check your dictionary guys, 'first' is defined as "coming before all others" – we spotted a thinly-veiled dig at us in one of the more slapdash efforts, which implied that we hadn't played *Perfect Dark* long enough to get a proper impression of it! Just to set the record straight: we played every level and every game mode of that game and then hammered the multiplayer for all it was worth. The most amusing thing is that the magazine which criticised us (and which claims to 'play every game it reviews to the very end' has in the past 'reviewed' at least one major title from totally unfinished code – missing at least one whole level and with no working deathmatch mode in fact! While we're on the subject, you may already have seen 'reviews' for *Zelda 2* knocking about. As we explained in our mammoth feature last issue, any old idiot could grab a guide off the Internet and play through the import version blind but in no way can this give you a proper feel for the gameplay because none of the text – and therefore none of the story – is in English! Oh well, we'll be bringing you our fair, unbiased review of *Zelda 2* as soon as the English-language version materialises, in the meantime we urge you not to go and buy the Japanese title, no matter what ridiculous 'review scores' it gets in other less-scrupulous magazines. At the end of the day you'll be spoiling what is potentially going to be a fantastic adventure. It's a shame that other magazines put quick sales over quality journalism and the best interests of their readers, but then I guess that's why you lot buy 64 MAGAZINE, isn't it?

Roy Kimber, Editor

# the 64 showcase

news  
peripherals  
rumours • hot  
items of interest



## New Nintendo Machine Unveiled!

**Y**es, it's true, new Nintendo hardware! Alas this 'new machine' isn't the much-anticipated Dolphin but Pokémon fans will doubtless rejoice at the sight of the Pikachu N64! First there was the familiar black box, then came the iMac see-through collection and now we have a Pokémon N64 – the world is no longer a safe place! A slightly different shape to the normal N64 with a huge Pikachu stuck on the front, this machine comes in stylish blue or garish orange. A Pokéball replaces the on/off switch and Pikachu's feet act as the reset button! Not only that but the eternally-cute Pokémon's cheeks light up when the machine is switched on! Next thing you know you'll be getting 151 new machines by the end of the year – and you know you've gotta collect 'em all!



## Mini Racing

Given A Green Light?

**D**espite the fact that developer Looking Glass Studios has closed down, its game *Mini Racers* may in fact still be on track for a release. The *Micro Machines*-style racing game was actually completed when the company went down and has now been turned over to Nintendo. It's now up to the big N to decide whether or not the game should be released.







## What's In A Name?

**A**n American company called Lakeland Manufacturing is stuck in the mud at the moment after Nintendo managed to disprove their claims of trademark infringements. The company who make small motorbikes for children had patented the name 'Excitebike Mini-Bike' and were suitably miffed when Nintendo's latest title *Excitebike* hit the shelves! Unfortunately for Lakeland though, they were laughed out of the court due to the fact that their trademark included the 'Mini-Bike' bit on the end. Well... that and the fact that Nintendo registered the name *Excitebike* when the NES version came out in 1986 – seven years before Lakeland existed!



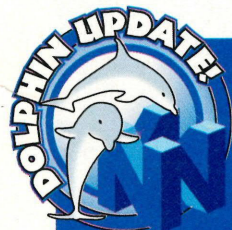
## PIKACHU HITS THE BIG TIME

**O**h dear! As if it couldn't get any worse the Pokémon are now getting their very own stage show! The musical *Pokémon Live* is showing in the US on Broadway this September. Pokémon fans book your flights now!



## Free rare Pokémon!

**N**intendo are giving lucky trainers the chance to have the rarest of all the Pokémon: Serebii, downloaded to their Game Boy! Unfortunately, us Brits aren't going to stand much of a chance of even seeing him because he's being given out at the Space World show in Japan this August. Even if you manage to make it over to Japan you can't win unless you enter the competition now via Nintendo of Japan's Web site. What's more there will only be one winner drawn from the 100,000 entrants!



## The latest news and rumours about Nintendo's next generation console...

**T**he biggest Dolphin news this month is that the Dolphin hardware has officially been completed – hurrah! The stage is most definitely set for the machine's unveiling at the Space World show in Japan this August. The Nintendo Japan Web site promises 'playable demos' of upcoming

hardware and software. As Nintendo prepare to draw back the curtains the rumours are flying thick and fast. It's claimed developer Metro 3D has plans to make an Internet puzzle game and that *Metal Gear Solid 2* may come out on the Dolphin! The most disturbing rumour at the moment however, is that the *Resident Evil Zero* N64 title may be canned and revamped for the Dolphin. We'll bring you more on that as soon as we get it.

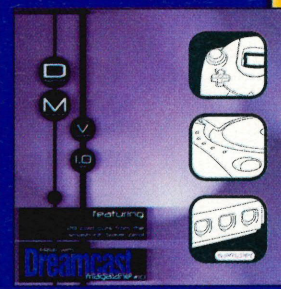


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# Gamewatch

**W**hen you want to find out what games you're going to be able to play on your N64 in the future, then this is the only place worth looking! This comprehensive list shows you all of the upcoming N64 games that we know about, along with their expected release dates (where known). The Gamewatch section is also updated every month so you can be sure of getting the most up-to-date information when you check in here!

To make it easier for you to find out that all-important date for whatever Nintendo blockbuster you happen to be waiting for, all of the UK N64 releases are highlighted in yellow to stop you getting too excited when you spot some fabulous awe-inspiring title which looks like it's about to be released next month, only to find that you're actually looking at the Japanese release!

• Release dates are subject to change without notice. That's unfortunately the software companies for you: always a-choppin' and a-changin'. So don't blame us if your favourite game turns up six months late! (And let's face it, sometimes it can even be longer than that... *Perfect Dark* anyone?)

## KNOWN RELEASE DATES JULY - AUGUST 2000

Duck Dodgers	UK	July
ISS Millennium	UK	August
Kirby 64: The Crystal Shards	UK	August

## SEPTEMBER ONWARDS

F1 Racing Championship	UK	September
Banjo-Tooie	UK	October
Blues Brothers 2000	UK	September
Conker's Bad Fur Day	UK	December
Cruis'n Exotica	UK	October
Donald Duck	UK	December
Eternal Darkness	UK	November
Excitebike 64	UK	September
Hercules: Legendary Journeys	UK	September
Mario Party 2	UK	September
Mickey's Speedway	UK	November
Pokémon Snap	UK	September
Pokémon Puzzle League	UK	November
Ready 2 Rumble 2	UK	November
Riqa	UK	December
Rush 2049	UK	October
Starcraft 64	UK	September
Paper Mario	UK	October
Turok 3: Shadow Of Oblivion	UK	September
Zelda: Majora's Mask	UK	November

## TO BE CONFIRMED

1080 Snowboarding 2	Jap	2000
3Sixty	US	2000
4x4 Mud Monsters	US	2000
Aidyn Chronicles: The First Mage	US	2000
Airport Inc	UK	2000
All Star Baseball 2001	US	2000
Alone In The Dark 4	UK	2000
Animaniacs Ten Pin Alley	US	2000
Army Men: Air Combat	UK	2000
Army Men: Sarge's Heroes 2	US	2000

Bassmasters 2000	UK	2000	Rally Masters	UK	2000
Batman Beyond	UK	2000	Resident Evil Zero	Jap	2000
Bomberman 2	Jap	2000	Rev Limit	UK	2000
Caesars Palace	US	2000	Robocop	US	2000
Catroots	US	2000	Rollerball	US	2000
Cenzo's Carnival Adventure	US	2000	Ronaldo Soccer	UK	2000
Derby Stallion 64	Jap	2000	Roswell Conspiracies	US	2000
DethKarz	UK	2000	Rugrats In Paris	US	2000
Dinosaur Planet	UK	2000	Scooby Doo: Classic Creep Capers	UK	2000
Earthbound	UK	2000	Shadow Man 2	UK	2000
Extreme Sports 64	UK	2000	Sim City 2000	UK	2000
FIA Formula 1	UK	2000	Snowboard Kids 2	UK	2000
Fighters Destiny 2	UK	2000	Space Invaders	UK	2000
Fire Emblem 64	Jap	2000	Speed	US	2000
Ghouls & Ghosts	Jap	2000	Spider Man	UK	2000
Greatest Arcade Hits	US	2000	Spooky	US	2000
Harvest Moon	UK	2000	Spy Hunter	US	2000
Hey You! Pikachu!	US	2000	Star Wars: Battle For Naboo	UK	2000
Indiana Jones: Infernal Machine	UK	2000	Sydney Olympics 2000	US	2000
Indy League Racing 2000	US	2000	Tetris Attack	UK	2000
Jeff Gordon XS Racing	US	2000	Thornado	US	2000
Jest	UK	2000	Tom and Jerry	US	2000
Jungle Emperor Leo	Jap	2000	Top Gun	US	2000
Kobe Bryant NBA Courtside 2	UK	2000	Velocity	US	2000
Madden 2000	US	2000	Wild Waters	UK	2000
Magic Flute	Jap	2000	The World Is Not Enough	UK	2000
Mario Tennis	UK	2000	WWF No Mercy	US	2000
Mega Man 64	Jap	2000	WWF Smackdown	UK	2000
Metal Gear	Jap	2000	X-Men: Mutant Academy	UK	2000
Mia Hamm Soccer	US	2000	Young Olympians	US	2000
Mini Racers	UK	2000			
Mother 3	Jap	2000			
Namco Museum 64	UK	2000			
NBA Live 2001	US	2000			
NFL Blitz 2001	US	2000			
Ogre Battle 64: Lordly Caliber	US	2000			
Polaris Snocross	US	2000			
Power Rangers Lightspeed Rescue	US	2000			
Puma Street Soccer	UK	2000			
Quest 2	US	2000			

Resident Evil Zero



Hercules



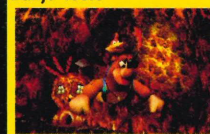
Zelda: Majora's Mask



Conker's Bad Fur Day



Banjo-Tooie



Dinosaur Planet





WIN!

Mirage Pads  
and Vibra Paks!

Wild Things, experienced peripheral manufacturers for N64 and Game Boy Color (plus other videogame formats that we don't like to talk about) have just launched a new Web site which lets you buy your peripherals online.

The site's server – at [www.wild-things.co.uk](http://www.wild-things.co.uk) – is fully secure so you don't have to worry about your credit card details going astray. More importantly, the site contains a range of great products for the N64. Membership is free and once you've joined you'll be able to get some fairly decent discounts.

To celebrate the launch of their Web site, Wild Things have supplied us with five N64 Mirage control pads and five Vibra paks to give away. If you'd like to win yourself a pad and a pak then just answer the following simple question:

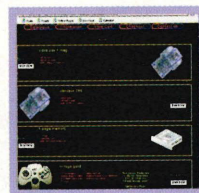
**What does www stand for?**

**A: WORLD WIDE WEB**

**B: WACKY WIRED WORLD**

**C: WET WHEELS WANTED**

Stick your answer on an interesting postcard along with your name and address and send it to: Wild Things Web Compo, 64 MAGAZINE, Paragon Publishing, St Peters Road, Bournemouth, Dorset, BH1 2JS to reach us no later than 10 August 2000.



# 64

MAGAZINE

## CHARTS

In association with

# GAME

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THIS MONTH	LAST MONTH	GAME	PUBLISHER	64 MAGAZINE SCORE
1	1	Pokémon Stadium	Nintendo	88%
2	2	Army Men: Sarge's Heroes	3DO	74%
3	3	Star Wars Episode 1 Racer	Nintendo	82%
4	4	The New Tetris	Nintendo	80%
5	5	WWF Wrestlemania 2000	THQ	93%
6	6	Rainbow Six	Take 2	92%
7	7	Star Wars: Rogue Squadron	Nintendo	90%
8	8	F-Zero X	Nintendo	90%
9	9	Resident Evil 2	Virgin/Capcom	94%
10	10	The Legend Of Zelda	Nintendo	96%

You can win a £50 voucher to spend at your local GAME shop! All you have to do is predict the top three games in next issue's chart and send your predictions to

Chart Compo 42, 64 MAGAZINE, Paragon House, St Peters Road, Bournemouth BH1 2JS!

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Armored Core	FIFA 99, 98 & 64	F Zero X	Pokémon Snap	Tarzan
Army Men Series	F Zero X	G	Pokémon Stadium	Tony Hawk's
Banjo Kazooie	Gauntlet Legends	R	Premier Man 64	Top Gear Rally 1 & 2
Blast Corps	Goldeneye	R	Quake 2 & 64	Turok 1 & 2
Body Harvest	H	Rainbow Six	Resident Evil 2	Turok Rage Wars
Castlevania	Hybrid Heaven	I	Ridge Racer 64	Vigilante 8
Castlevania: L of D	Int. Super. Soccer	S	Shadowman	Vigilante 8 2nd Off.
C & C 64	ISS 98	J	Shadow of Empire	V Rally 99
Cyber Tiger	Jet Force Gemini	K	Snowboard Kids	W
Destr. Derby 64	Killer Instinct Gold	L	South Park	WCW Mayhem
Diddy Kong Racing	Lego Racers	M	Star Wars: Racer	WCW Vs NWO Rev
Donkey Kong 64	Mario 64	N	S.W. Rogue Squad	World Cup 98
Doom 64	Mario Karts	O	Super Mario	WWF Attitude
Duke Nukem 64	Super Smash Bros	P	Super Mario	WWF War Zone
Duke Nukem: ZH	Zelda	Q	Super Mario	WWF Wrestlemania
ECW Hardcore		R		X
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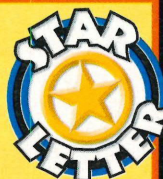
10



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## An Angry Mother Writes...

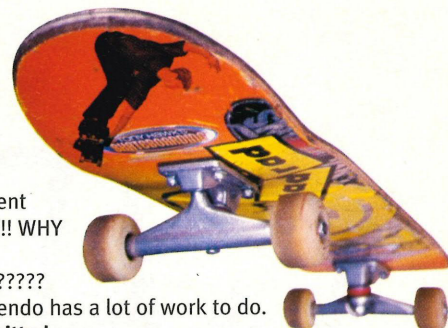
Dear 64 MAGAZINE,

This is from a very concerned and disappointed mother who would like to know why the awful, violent music is necessary on the *Tony Hawk's Skateboarding* Nintendo 64 game?! I try to monitor the games my children play and was feeling okay about renting an athletic game.

The game is okay, however, the "Die Die Psycho Bitch" music is disgusting (to put it mildly) I also note that this game is rated E for everyone! My 6 and 11 year old children listened to this 'music' for a day, until I realised what was being said. People wonder what is wrong with kids nowadays; I think everybody should do their part in making this a safer world to live in, INCLUDING the



entertainment industry!!!!!! WHY is this junk allowed????????? I think Nintendo has a lot of work to do. Sadly submitted, Staci Thompson, angry mother of two.



We were actually quite concerned about this because after all, we reviewed *Tony Hawk's Skateboarding* and if there are lyrics like "Die Die Psycho Bitch" in the soundtrack then something should have been mentioned when we covered it. However, when we checked we realised why we never flagged this: it's not there! The line you're referring to actually goes: "Die Die, Cyco Vision", from the track "Cyco Vision". So neither is it psychotic, nor is it referring to a person and the word 'bitch' is simply not there! This is one of those occasions where the vulgarity appears to be in the ear of the beholder (or something like that).

## PRIZE WINNER



### The Future's Bright...

Dear 64 MAGAZINE,

I am writing again as maybe my last drunken scrawl was misplaced (or put in the bin marked 'illegible') or not delivered - I know the Royal Mail, I work for 'em! Anyway, I am a latecomer to the console market. I got a bank loan and bought an N64 with *Turok* and *Mario* when it first came out (d'oh!) after seeing it featured on TV. I missed the battle between Sega and Nintendo over the years and was about to invest in the PlayStation until I saw what the N64 could do. I do not look back and regret my actions (although waiting six months and paying half the price might have been wise). Nintendo, although losing a lot of time to the PSX has gained ground as well. There are the niggles tho' - the usual suspects:

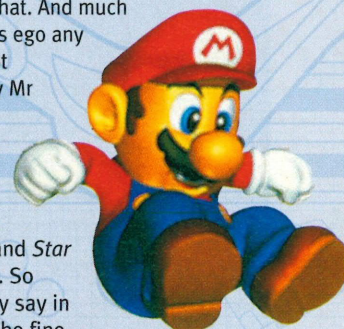
over-priced games, of which good ones are so few and far between, lack of investment (where's our DD?!), etc, etc, but I still think it is the best console. The problem has been with the games most of the time. I guess the older gamers also feel a little left out with the very limited supply of games. I know I do. *Resident Evil 2*. Great, but too late as I'd already played the PSX version to death (I don't have one but a friend does). No strategy or RPG games (C&C and *Zelda* excepted) still no decent fighter...

but before I go down 'Negative Avenue' any further - Pokémon!

I'm not going to try to understand what is going on with Pikachu and his ilk but I guess it's just what the doctor ordered as far as Nintendo are concerned. A huge market success! Luckily my son is too young to know but I wonder what craze he'll get into... Dolphin? Hopefully, this influx of cash will be invested in the next console and get it out and running on time to get the jump on the problem-ridden PSX2 (I can't wait to make my missile guidance system!) And maybe, just maybe they will realise that they still have a great console out there already and reinvest some much needed cash in it. There are a number of great games in the pipeline and I think by Christmas I will be spoilt for choice! Finally, we are seeing some of the great things the console can do, and as for the delays... Well I'd rather wait for a game that is finished properly. I could go on about what a great mag, etc but you already know all that. And much

as I hate to inflate Roy's ego any further - I liked the 'Not Nintendo' bit too (Sorry Mr Kimber!)

A final word about the Pikachu thang - we've all had our crazes - mine? The ZX Speccy, skateboards and *Star Wars* figures. Let it be. So 'ave a good un' as they say in these parts, keep up the fine





Many psychologists would doubtless get a lot of mileage out of that... anyway Mrs Thompson (slightly mistaken mother of two young boys), we hope you will now let your children play what is an extremely enjoyable (and in no way offensive) game!

## Not A Racing Fan!

DEAR 64 MAGAZINE,  
Are racing computer games cheap to make, or something? There must be some reason that the N64 is being bombarded with them. Admittedly, there are some excellent racing games on the market, but is it really necessary to have over 40 of them, especially when some of them are simply bundles of

crap (*Carmageddon 64*, *Cruis'n USA* and *Aero Gauge* to name a few)? And what is the point of wasting millions of pounds producing so-called "sequels" which are simply perfect replicas of the first game, only with different drivers and cars (gee, what an incentive)? Fair enough, *F1 Pole Position* needed to be improved so *F1 WGP* was very much worth it, but *F1 WGP2* was not necessary and now we're getting *F1 Racing Championship*! Why, why, why, WHY?! Maybe it's just me... But believe me, I am in favour of sequels on the condition that they prove to be different. Which provides the perfect link to my next complaint: *Castlevania 2*.

Hmm... I don't suppose that was a cheap and quick attempt at making a little more money, was it? I suppose it was a financial brainwave for computer game producers: just start up a good game, add a few extra levels, introduce a new character or two and –

WHOOPIIDOO! – You've got a brand-spanking new

computer game to sell. The sooner game publishers realise that original and unique games like *Zelda* and *Goldeneye* yield more money than slap-dash "improvements" on racing and wrestling games, the sooner the best computer console to date – the N64 – will be saved from where it is soon to be consigned – the dismal depths of oblivion (I hope you're not asleep by now)

PS: Don't even get me started on American football games.

PPS: Or basketball games.

PPPS: Or wrestling games.

PPPPS: Have you chosen the winners for the Game Boy Color Competition yet?

Andrew Johnston, Aberdeen

Sequels, eh? Touchy subject. Some love 'em – some think they should never be made. It is annoying when you buy a game only to find that it's just a slightly improved version of one you've already got (*F1 WGP2* is a good example) but at the same time there's nothing



## Afraid Of The Dark...

DEAR 64 MAGAZINE,

I am a man who lives in fear. I need to know before I spend my hard earned cash that *Perfect Dark* will live up to the high standards that the hopes and dreams of Goldeneye fans are hanging on this game. I am seriously dreading the game's release now, in case these months of anticipation are fruitless.

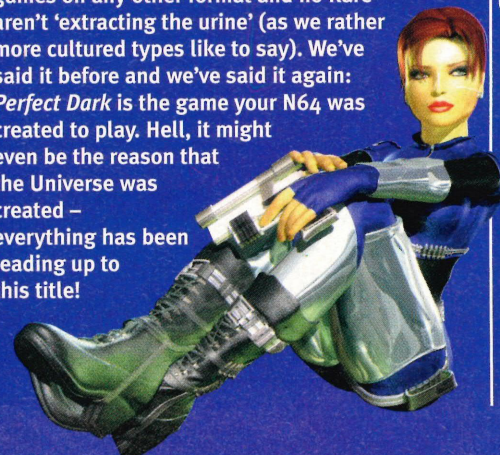
I may be a fruit myself but being a student I have done nothing for the last three years apart from drink (obviously) and play Bond (more obviously) and am genuinely worried that any changes to the *Goldeneye* game will make it... well, not *Goldeneye*. Are my sleepless nights unfounded? Is *Perfect Dark* perfect? Are there



really no proper proximity mines? Can anyone really afford 55 quid for a computer game? Hang on, yeah, 55 pounds, I know it's the best game ever but Nintendo games are stupidly expensive at the best of times and fifty five big uns is a hell of a lot of money to most people – are Rare taking the piss?

Aaaaaarrrrrrggggghhhhhh  
Jonathan Pedder

All right, calm down. Calm down we said! CALM DOWN! There, that's better. Fear not Jonathan, as you must have worked out by now, *Perfect Dark* is as darn near perfect as makes no difference. There are proper proximity mines (plus Nuclear proximity mines, a gun that doubles as a mine and a weapon that can be set up as a sentry gun) your sleepless nights are unfounded, 55 quid is a lot of money but you'll get more play out of this than you will out of ten games on any other format and no Rare aren't 'extracting the urine' (as we rather more cultured types like to say). We've said it before and we've said it again: *Perfect Dark* is the game your N64 was created to play. Hell, it might even be the reason that the Universe was created – everything has been leading up to this title!



work, T'raa!  
PS: Plug Mucus, Maesteg's one and only supergroup!  
Kris Christopher, Maesteg, Mid Glamorgan

Consider them, plugged Kris! (Although... Mucus?) Anyway, you pretty much sum up the entire N64 situation in a nutshell! Yes, we've had problems with prices and with certain titles taking what seems a lifetime to arrive but at the end of the day we've ended up with some fantastically playable titles the bulk of which are well worth the investment.

And as for the Dolphin... well, from what we've seen of the specs and the proposed titles so far – it's going to be something else! Just to explain – Kris's reference to building a missile guidance system is down to reports that

Sony's reason for restricting exports of the PSX2 was that it could very easily be converted for use as a missile guidance system! Great if you want your missiles to burn out due to fluctuating power-supplies or fail to play DVDs because the driver software has been wiped by one of the launch titles... Er, anyway. Apologies for cutting your letter somewhat Kris but if we'd have left it at its original length, then it would have more-or-less filled up the entire letters section!





## A European Perspective...

DEAR 64 MAGAZINE,  
First I, of course, need you to turn around... come on, go ahead... right, now here's a great pad on all your backs – great mag guys! I've just GOT to express my satisfaction about things on and for our beloved Nintendo 64. I've recently recovered from thinking that we were living in the last days in the life of the N64, and perhaps it was about time to look at alternatives to my faithful console – but no! Not anymore! I've realised that the N64 is still in its prime age, late prime sure, but still prime! I think we've got a LOT of good things coming still, I surely don't need to say "Perfect Dark" (which probably will be out in Europe when you read this), "Banjo-Tooie" and not least "Conker's Bad Fur Day" which I'm especially looking forward to. It looks like programmers are still getting better and better at pushing the limits of the N64 – who knows where it'll all end? Viva la N64... may it live forever!

I also have a question of course: first, how many readers do you have, outside the UK, compared to the number of readers in the UK? The reason I'm asking is that I'm an eager participant in some of your compos and I have doubts about my chances of winning when I'm living in mainland Europe. Please let me know if I'm wasting my postage on the postcards I send to your compos. Keep up the supreme work you obviously put into every issue!

PS: Just so you know it, I think the recently added "Not Nintendo" section is pretty darn marvellous!  
Steen Villumsen, email

# BANJO-TOOIE™

Thanks Steen... er, can we take this big pad off our backs now? Sorry, bad taste, your mastery of English is clearly far more impressive than our mastery of... erm, whichever language is your native tongue (or many English people's mastery of English come to that!) As for how many readers we have outside of the British Isles – our overseas readers make up around 5% of the total readership but this has absolutely no bearing on the competition entries. Every entry we get is chucked into a sack, hat or other suitable container and then we draw out the winners at random – geographical location never comes into it! Of course, if we give away vouchers for – say, a concert in London and you live in Australia then there's probably not much point entering (because we're not gonna stump up the £600 flight just because you've won a £50 ticket) but aside from odd instances like that – you've as much chance as any 64 MAGAZINE reader!

forcing you to buy it and there are probably plenty of people who never bought the first game. Of course, sequels have other merits too – *Perfect Dark* is essentially a sequel to *Goldeneye* – same kind of gameplay, same combat, just better graphics and numerous added features – and that is easily a game you should sell your Grandma (if not your entire family) for.

PS: Okay, we won't.

PPS: Erm... okay.

PPPS: Hang on, wrestling games are actually pretty darn good (you ever played one?)

PPPPS: Yes. And sent out the prizes. So if you ain't had a prize then you didn't win!

## Concerned About Content

DEAR 64 MAGAZINE,  
You guys never take yourselves too seriously! You seem to have fun doing what you do and that makes all the difference. I have read your mag since I was 12 and I have learned a lot from it. Thank you for all the gaming tips and information that you've given me over the past few years. I share it all with my friends in Dammam (KSA) and wouldn't be the gamer I am today if it wasn't for you and the great big 'N'.

I have never bothered to correspond to a magazine before but on these issues I feel it is necessary. Let's start with your mag: it is great! Keep up the excellent work! The aim of this letter is to say something about the violence in videogames. Let's start:

My older brother has been an avid videogame player for at least 20 years. He is also a postgrad Anthropology student and has done some research concerning videogame violence and its effects on people, primarily young children.

For seven years he worked for a major videogame retailer. The company insisted that my brother and his colleagues 'ID' every kid who was buying a game that didn't have the ESRB's E rating (for 'everyone'). Kids, some under 12 would come in to buy *Mortal Kombat* and *Street Fighter* and the staff would refuse to sell them 'Teen' and 'Mature' rated games. Within minutes however, their parents would drag the kids back into the store demanding

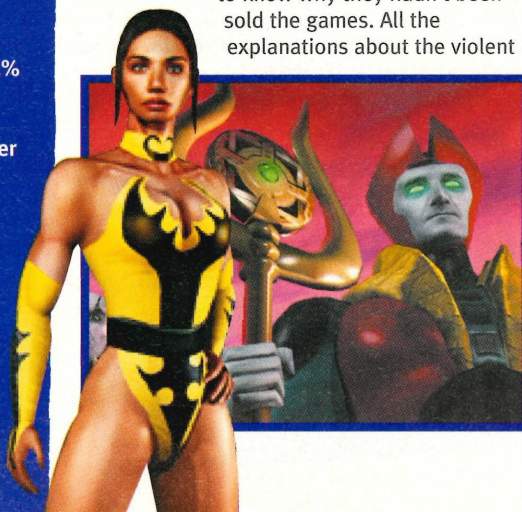
to know why they hadn't been sold the games. All the explanations about the violent

content and the ratings fell on deaf ears and instead to 'keep the customers happy' they would sell the game to the parents. Eventually, a company-wide memo went out telling staff to no longer refuse sales based on age restrictions. Apparently a group of people were suing the company for not selling their kids *Mortal Kombat*.

And my brother says about this topic to his friends: "So what does this say about our society?" I am not sure, but I'm sure that we are supposed to raise our kids, not Mario, not Big Bird, not MTV – and not even Mickey Mouse!

Ali Shehzad, Al Khaleej Village, KSA

Big Bird raising kids, eh? Scary. Very scary. On a more serious note, what you're talking about here really Ali is not so much videogame violence as more how appropriate a game's subject matter is for kids. At the end of the day, ratings systems are there to ensure that young children don't get to play inappropriate games, however, if their parents feel that they should then there's not a lot that can be done – after all, the same parents are almost certainly renting 15 and 18 certificate videos for their kids too! The only thing you could do to stop this would be to never produce games with any mature material in at all and since many gamers are of the 'adult persuasion' and can successfully distinguish easily between real and pixelated violence that would be a little unfair. At the end of the day parents need to take responsibility for bringing up their own kids and ensuring that they aren't exposed to unsuitable influences. Granted, this is not always easy, so while we generally frown upon letters like the one on this page from the angry mother who didn't get her facts right before she started ranting away – at least she was looking out for the welfare of her kids, which can only be a good thing!



# CONTACT 64 MAGAZINE

By email: 64mag@paragon.co.uk

By Post:

When I'm 64  
64 MAGAZINE  
Paragon Publishing  
Paragon House  
St Peters Road  
Bournemouth BH1 2JS

Letters almost certainly will be edited for length and other reasons. All letters are read, but personal correspondence will not be entered into, even if you include an SAE, so don't!







# 64 sight

See the games of  
tomorrow today!

14  
18  
20  
22

San Francisco Rush 2049  
Cruis'n Exotica  
Army Men: Air Combat  
Paper Mario



## San Fran

The racing game of the future is  
about to hit the N64!

**W**hen Midway brought the early code for *San Francisco Rush 2049* down to us some time ago (around issue 40 in fact) the game was looking fairly nice but it had a few problems which marred our enjoyment of it somewhat. The major sticking point was the frame rate, while other elements like some rather dull explosions were also a bit of a let-down. However, Midway's friendly PR guy assured us that these were

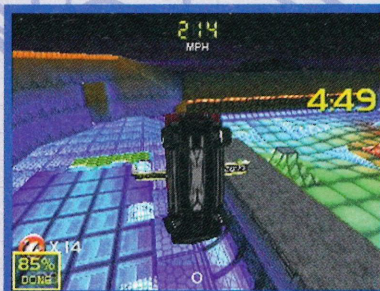
minor irritations which were at that very moment being corrected by the developer and as Midway had brought us lots of nice presents all the way from the US, we decided to give them the benefit of the doubt. At least for the time being.

This meant however, that when some far more up-to-date code rather unexpectedly dropped through the 64 MAGAZINE letterbox we were extremely keen to get the N64 switched on and see whether our faith in the promises of the PR people had been justified. And thankfully... it had.

As you can tell from the screenshots, *San Francisco Rush 2049* is now 85% complete and – to put it simply – it's looking very good indeed! There are a

### AMERICAN RUSH 2049

**Publisher:** Midway  
**Developer:** Midway  
**UK Release:** October 2000





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▲ Unlike a lot of other racing games, you don't necessarily have to keep to the track to win. Try to go faster than this though!

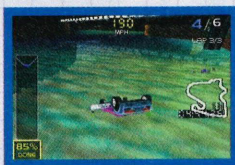
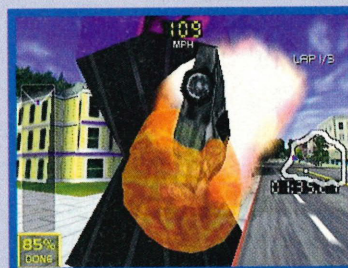
for you, then how about having to dodge past trams or avoid high-speed trains? Additionally, there's all manner of different vehicles in the game, each of them doing their own thing and distracting you from the games' colourful neon-lit landscape. If you've never played either of the previous *Rush* games then you probably won't be aware that while the racing is obviously a major element of the gameplay, an equally important one is the variety of different shortcuts. Long before *Beetle Adventure Racing* came



along with its multiple routes and concealed ramps *San Francisco Rush* was doing the same, only better. It is possible to simply race around on the marked tracks and treat the whole thing as a straightforward race but if you

## Fiery Fun

The rather duff explosions from the previous two *Rush* games have been improved upon considerably. Although to be honest it's difficult to see it from these screenshots – you really have to see the game in action to appreciate it...



▼ Yeeehaaaaw! Huge jumps are pretty much a pre-requisite in this game. Good thing your cars have got wings!

▼ Okay, time to take a quick short-cut! If you're cunning you can shave precious seconds off your time this way – watch that tree though!



▼ Here we are racking up a rather impressive score in one of the stunt arenas – all we've got to do now is land in one piece!

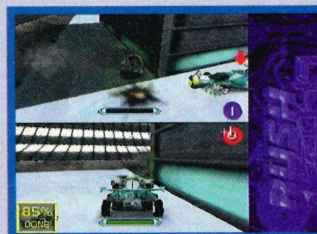
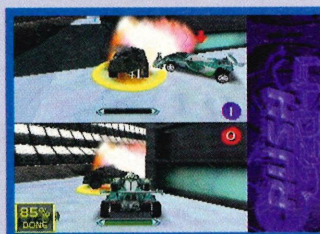


really want to get the most out of this game then you need to explore. Every track has all manner of hidden routes which take you down tunnels, through buildings, over roofs and along all kinds of strange thoroughfares. It's tremendous fun just exploring these different roadways but it can actually come in handy during a race too because often the alternate pathways can cut precious seconds off your time and thus allow you to get the edge on your competitors.

One of the things which isn't clear yet is whether there will actually be an exploration element to the gameplay in *Rush 2049*. In both the previous games there were items hidden throughout the landscapes which granted you various bonuses like access to hidden cars or even bonus tracks if you managed to find and collect them all. So far despite extensive exploration we've seen no

## Battle Mode

The battle mode which was mentioned in the last preview is coming along extremely well. The weapons in the game are all good fun and once the game is completed this section is going to be good for some amusing multiplayer combat. All right, so it isn't *Perfect Dark* but it's strangely addictive all the same. The stunt mode's better though!





▼ This car is particularly aerodynamic but you still need to use the wings to keep it under control if you want to survive.



▼ D'oh! Bit daft trying to catch a train when you're driving a car! This fast express just wipes you out if you get in its path.



## More Stunts Than You Can Shake A Stick At!

*San Francisco Rush* was renowned for its wild jumps and huge stunts. *Rush 2* went one better, giving players the chance to compete in a dedicated stunt arena where points were scored for performing outlandish stunts and surviving. *San Francisco Rush 2049* has gone even further, offering not one but three different stunt arenas, each with its own unique challenges. The scoring system has also been updated – whereas in *Rush 2* you scored points pretty much just by staying in one piece, points in the third game of the series are scored by earning medals for various tricks and for dangerous manoeuvres – like doing stunts without the help of the car's wings.



This first track is fairly small and resembles nothing so much as a skate park with loads of ramps – it would do Tony Hawk proud!



A change of scenery for this second stunt arena, all the jumps and obstacles here are made up of 'natural' rock formations.



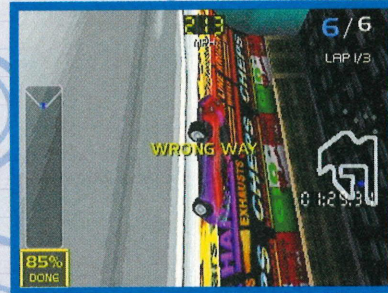
This third arena is very much in keeping with the futuristic feel of the game, with bright metal floors and neon lighting.



▲ Extra bonuses can be earned by performing tricks without extending your helpful wings. It's dangerous though!

sign of collectible items in *San Francisco Rush 2049* – although there are a lot of strange green cones on several of the tracks – but since the search part of the gameplay was so popular with the last two titles we're fairly sure it'll be included in this game too – there's certainly enough places to hide things anyway!

After playing this game for an obscene amount of hours it's still impossible to put down and certainly retains all the original's addictiveness.



▲ Some of the tracks have pretty weird sections where it's difficult to work out which way is up! Like this curved bit for example.

The addition of wings to the cars gives much better control in the air than in the previous two games and thus gives you more freedom to try daft things... there's also definitely a chance for a Claire Rayner joke in there somewhere! While the code we've been playing isn't completely finished (there's no championship mode yet for one thing) it's nevertheless looking incredibly good and is a definite contender for one of the most fun racing games on the N64 so far. ■

# DVD review



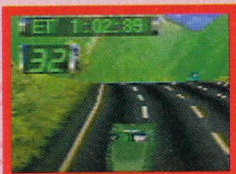
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▲ You know things are going badly if you're behind the police car in a race – quick, ram his back bumper while you can!



▲ As well as custom number plates you can design your own characters, which you can of course only see in convertibles!



Cruis'n for a bruise'n!



**R**egular readers will know that the *Cruis'n* series to date leaves a lot to be desired – the last one scored only 23% in 64 MAGAZINE! Why you ask? Well let's just say that they were a little bit flawed! However, everyone makes mistakes and Midway is hoping to put things to rights with the latest title, *Cruis'n Exotica*. And you know what? They might just do it!

Featuring 14 brand new tracks the latest installment of the series focuses – unsurprisingly considering the title – on 'exotic' locations around the world like

India, the Amazon, Hong Kong and Alaska. Some go even further afield – in the course of the game you can expect to race on Mars and through the Lost City Of Atlantis! Apparently the game designers travelled the globe to get the theme right for each level – although we're guessing they didn't make the trip to Mars!

As you might imagine, *Cruis'n Exotica* is like its predecessors, a one hundred percent arcade racer, which is always handy since it's based on the popular coin-op version of the game. Fortunately, the game isn't just a straight port though – instead you get extra cars, new shortcuts and a challenge mode added for the home version.

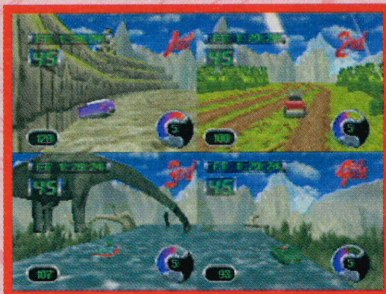
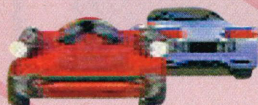
Like the arcade game of the same name *Cruis'n Exotica* now includes a few ramps to jump from in each track.



#### CRUIS'N EXOTICA

<b>Publisher:</b>	Midway
<b>Developer:</b>	Midway
<b>UK Release:</b>	October





▲ Like the previous *Cruis'n* games this one includes a four-player mode but this time (are you ready for this?) it's actually playable!

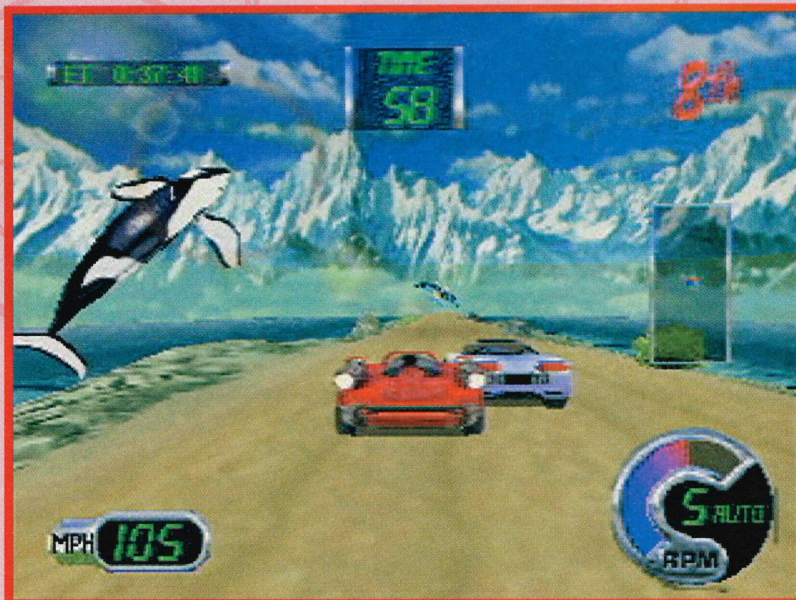


▲ Whoa! Now this is enough to freak out any race driver, surely there are better places to land huge passenger jets like this?

This was a feature sorely lacking from the first two *Cruis'n* games and it now sits in pride of place – especially as *Exotica* has the fastest cars yet. This means you can take one of the new rendered cars and throw it about the glorious tracks as fast as you want! If you so desire you can also customise it a little by slapping your name on the numberplate and giving the vehicle a lick of paint.

The tracks themselves look superb and are a hell of a lot crisper than in the previous efforts. Fogging and pop-up no longer appear to be a problem and whatever your driving skills it's great fun

▼ There are loads of shortcuts and different routes to take in this game but until you get used to the track it's lucky dip!



▲ Let's hope that the whale has got enough speed behind it, otherwise these cars are going to be made into pancakes!

to drive around the exotic locations. Where before the environments were fairly static now you also get moving creatures and objects. These include dinosaurs that walk along the road and even a *Free Willy* style killer whale who leaps over the track on each lap!

The *Cruis'n* name has certainly developed itself a reputation over the past year and *Cruis'n Exotica* could just be the game to break the mould. It certainly looks like there's been a bit more effort put into this game – let's just hope it can do the job! Stay on track with 64 MAGAZINE for more on Midway's latest arcade racer. ■

## Coming Through!

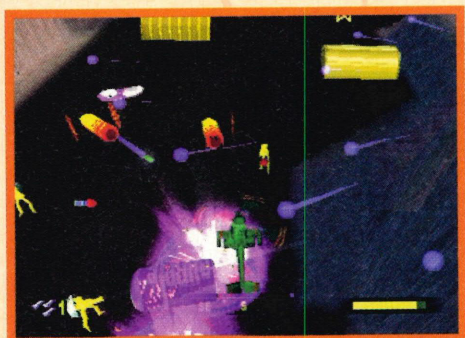
Some of the new cars you get to drive in *Cruis'n Exotica* are more than a little bizarre. As well as the usual dragsters, sports cars and trucks, you also get things like this huge armoured beast! Not too sure about its racing abilities but if you ram your opponents into the dust it doesn't matter how slowly you drive to the finish line!



▲ Some of the lighting effects on the Hong Kong level are superb, it's almost as if you are really there!







▲ Incoming! Two ground-based missile launchers turn their sights on your chopper – time to turn and run!

# Army Men: Air Combat

The Army Men take the battle to the skies!

▼ This may have kiddy graphics but it takes a lot of skill to keep your cool when chaos reigns on every side.



As the name suggests, *Army Men: Air Combat* puts you in charge of a helicopter in the middle of a Green-on-Tan battle. You play hotshot Captain William Blade whose job it is to save the world from the evil General Plastro. The Tan forces aren't the end of your troubles though, because you also have giant bees, mammoth ants and various other hazards to contend with.

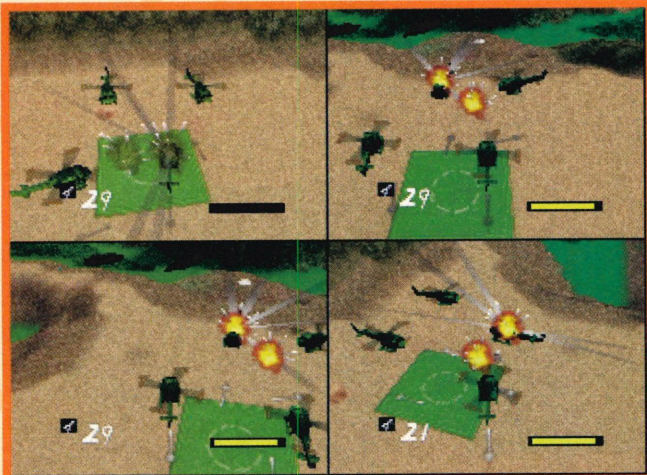
One big feature of the game is the *Desert Strike*-style winch which you can use to pick up more or less anything that takes your fancy. Use it to drop drink cans on enemy tanks or simply

leave a flower next to the Tan soldiers and watch the angry bees swarm all over them!

Like *Sarge's Heroes* you spend a lot of time in this game moving between the real world (where your troops are the size of toy soldiers) and the toy world (where everything is on the same scale as your army). Events in the real world affect those in the toy world and vice-versa. For example, in one mission you have to save a teddy who is being washed down a real world stream. Succeed and the teddy will come to life in a later toy world mission, putting Chucky to shame as he shoots lasers from his eyes and annihilates the Tan hordes!

Originally a mediocre PlayStation title, *Army Men: Air Combat* has been completely rewritten for the N64 and is looking all the better for it. The most promising thing

about *Army Men: Air Combat* so far, is that you're able to play all the missions in two-player co-op mode. If that wasn't enough to get your pulse racing, there are also some all-new four-player games unique to the N64 version. Just cross your fingers and hope that 3DO release the game here! ■



ARMY MEN: AIR COMBAT

<b>Publisher:</b>	3DO
<b>Developer:</b>	3DO
<b>UK Release:</b>	TBA





# SCREW YOU GUYS, I'M DRIVIN' HOME!

## SOUTH PARK RALLY

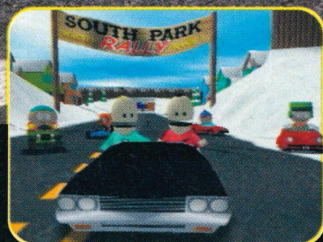


### HELLA-COOL RACING ACTION!

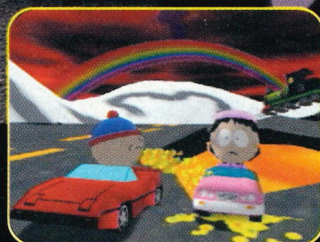
FACE OFF AGAINST CARTMAN, GRANDPA, SCUZZLEBUTT, STARVIN' MARVIN AND THE REST OF SOUTH PARK IN THE WILDEST, RAUNCHIEST ROAD RACE EVER. WE'RE TALKIN' DOZENS OF INSANE VEHICLES AND SWEET CUSTOM SOUND-BITES!

**Acclaim**

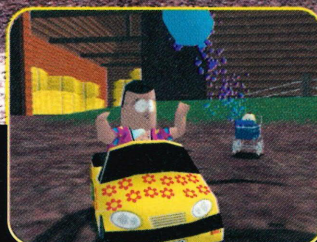
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# Paper Mario

## Not a Mario version of Paperboy!

**T**hrow away all your expectations – this is Mario as you’ve never seen him before. First shown at Spaceworld two years ago this game was originally titled *Super Mario Adventure* but has since been given a slightly more appropriate name! *Paper Mario* abandons all the previous Mario game styles for a completely new (if slightly flatter) experience!

In this latest Mario adventure game the environments are in full 3-D but the characters are as flat as the paper this magazine is printed on! This may sound

like a complete cop-out graphics-wise but the flat hand-drawn characters really help to give the game a distinct story-book style. Not unlike that found in *Yoshi’s Story* in fact but not totally the same, because the backgrounds in this game are in full 3-D and you can spin the camera! Of course when you do this you get to see just how thin Mario is but again, this all adds to the game’s atmosphere. Mario certainly has lost a lot of weight!

It’s not all change though because this being a Mario game, you still get to

▼ If Mario is made out of paper surely he could just turn sideways and let these rockets fly by – best not to risk it though!

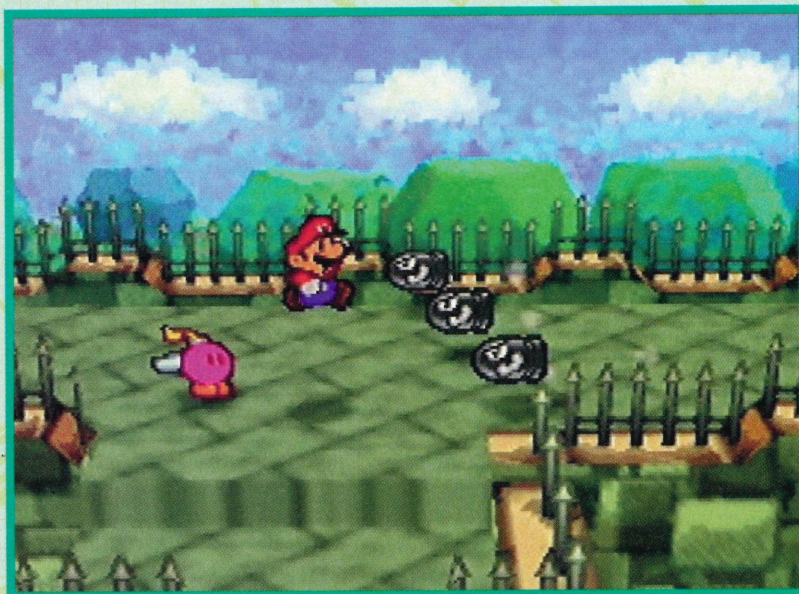
もし おのぞみとあらば  
わが道場に ちょうせんすることも  
できますぞ



▲ Have you ever seen such a dodgy line up? If you ask us, Mario looks more like a criminal than the rest of them!

### 日本 PAPER MARIO

**Publisher:** Nintendo  
**Developer:** Intelligent Systems  
**UK Release:** October







▲ An easy jump for the paper plumber, unless of course a strong gust of wind comes along and blows him away!



smash coin blocks, interact with familiar characters and so on. Like any RPG interacting with characters plays a big part in this game and 'making friends' is an important feature. Once you're good chums with a character you can call on them to help you out in certain situations. If your path is blocked for example you may need a Bobomb to come and clear it for you. Unfortunately, this is often considerably more difficult than it sounds, as you often have to make friends with creatures who are more inclined towards tearing poor old Paper Mario to shreds!

These screens may look like they've come straight out of a platformer but *Paper Mario* is definitely an RPG. As well as the interactivity with the characters you also have turn-based battles in *Paper Mario*! This may seem a little strange for a Mario game

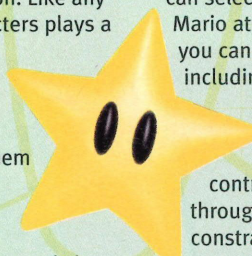
but with the use of menu screens you can select all the usual butt-stomping Mario attacks. With the battle menus you can also select items to use – including a huge hammer!

Fortunately, not all the elements of battle are

controlled through constrained menu screens.

If you select a turtle shell as a weapon for instance you have to guide it in real time using the analogue stick!

*Paper Mario* is taking the Mario universe to places it has never been before – it's certainly going to come as a surprise to quite a few gamers! Let's just hope that the RPG elements aren't wasted on a game that's too easy like in *Yoshi's Story*. The characters may be flat but this game has a lot of depth and the potential is here for an absolutely stunning Mario adventure. ■



どんな ねがいごとでも かなえてしまう  
すごいパワーが つがハイのものになった

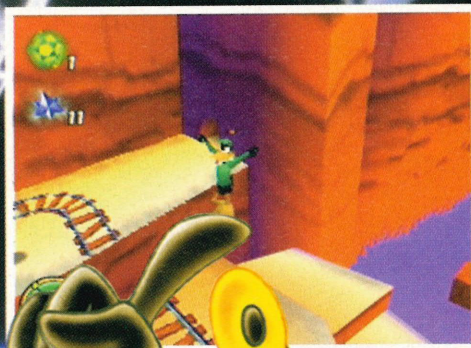


## Fight Club

When a battle occurs in *Paper Mario* you're whisked on to the turn-based battle screen. Unfortunately, it's impossible to tell what's going on and who's winning because it's all in Japanese!







# Foul Play!

**Space hero Duck Dodgers is heading for Earth!**

The main control panel of Daffy's spacecraft is a musical keyboard! Unfortunately, you can't have a tinker.







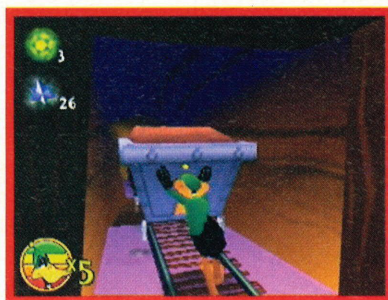
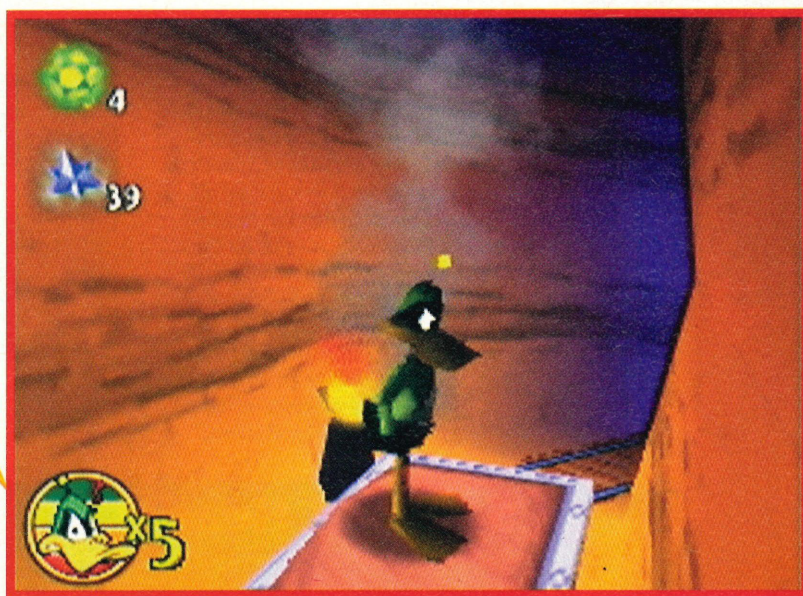
**U**nless you've been living in a hole for the past two decades then you'll know that Duck Dodgers is the space hero alter-ego of wise-cracking Warner Brothers cartoon character Daffy Duck. It's actually a little longer than two decades since Daffy first donned his space helmet because the Duck Dodgers character was created by cartoonist Chuck Jones in 1953. For those who don't know him, Jones is a cartoon God, who brought to life Daffy, Willie E Coyote and Bugs Bunny to name a few. A few years on and the clumsiest duck in the world is heading full speed towards the N64!

In *Duck Dodgers Starring Daffy Duck* you play the feathered superhero whose

job it is to save the world from his arch-nemesis Marvin Martian. The pesky little alien with the ridiculous voice has created a huge cannon with which to destroy Earth and all he needs now is the energy to fuel it. As Duck Dodgers you must get to all of the energy atoms first and stop Marvin from laying waste to the planet Earth, once and for all. What this means for you is an epic platform game filled with all the fun you'd expect from a cartoon universe.

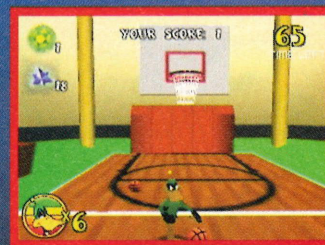


▲ These nasty little probes scour the corridors looking for signs of Daffy – it's not a pretty sight when they find their target!

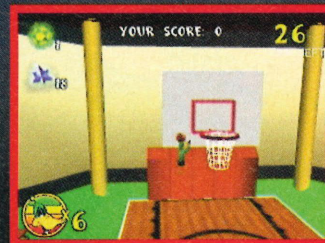


## Slam Duck!

The most fun of all the mini-games is the basketball. Get ten balls in the basket in under ninety seconds on this game and you're awarded an energy atom. Unfortunately, this is easier said than done and it does take quite a few tries to get it right.



It doesn't matter where you shoot from in this game of basketball, you still only get one point for each basket made!



Jordan eat your heart out! By jumping up to the basket you can play the perfect lay-up shot off of the backboard!





Split into five planets of more than thirty levels the idea in *Duck Dodgers* is to collect as many of the green glowing atoms as you possibly can. The more atoms you collect, the more levels of the game are opened up for you to access. The age-emphasis of this game is definitely on the younger audience but there's plenty of challenge for the older gamers too. Especially if you're intent on collecting every single one of the energy atoms. The majority of the gameplay involves platform negotiation but the odd puzzle and a mini-game or two have also

been thrown in to keep you on your toes.

If you make a mistake in this game it won't be because of the controls, as they have been designed with the younger games player in mind. Moves are restricted to jump, kick, tail slam, double-jump and tiptoe. This might sound limiting but they're all you really need. There are no multi-button-spin-the-stick-whilst-holding-the-pad-backwards-and-standing-on-your-head moves in this game! You also have the options of firing weapons or using objects when you get them but even this is kept fairly basic to ensure maximum fun. If there's one thing this game guarantees it's bringing a smile to your face!

Putting cartoon characters into any game is always a good recipe for a few laughs but *Duck Dodgers* makes up a hearty four-course meal of chuckles. The cut-scenes in particular are hilarious – it's just like having a series of mini *Daffy* cartoons on your N64! To top it all off you even get speech from the in-game characters. Duck Dodger's lips on their own lend an element of humour to the cut-scenes that no boring subtitle ever could. This isn't only the case with our feathered hero either as other game characters including Marvin Martian,



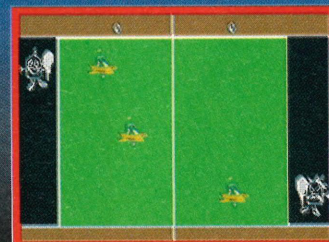
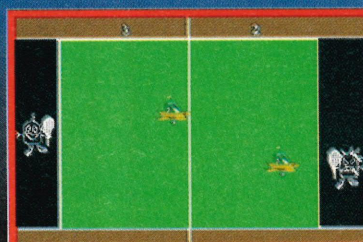
▲ With a tap of the C Up button you can switch into 'free look' mode and take a glance around some of the glorious scenery.



▲ A platform game without a furious mine cart ride level is like a duck without feathers – luckily for Daffy you get to play *Indy* in this mini-game.

## Severed Heads!

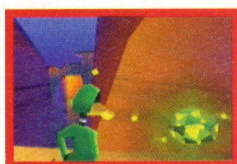
Inside the arcade on the downtown level you can walk up to one of the arcade machines and play a game of *Daffy Pong*! The balls are replaced by severed duck heads and you have to keep three of them going at once! Beat the machine and you can play this game in two-player mode from the main menu.





## Duck!

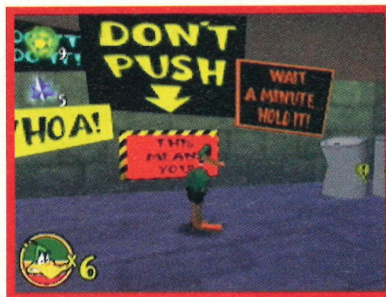
The boss at the end of the second world is this rather chubby and practically naked bloke wielding a huge sword. Surely there's some law about fair fighting on this world? All you've got at your disposal is a webbed foot! It's a good idea to stay out of the way until he runs out of steam – just look at the mess he's made of that lovely polished floor!



▲ This is what it's all about, collect these energy atoms to unlock levels and stop Marvin from taking over the world!



▲ When you find a special item in each level Duck Dodgers suddenly glows a strange yellow colour and begins to dance!



▲ Hmm... you get the feeling nobody wants you to touch that button? Must be one of Marvin's tricks as you need it to finish the level.



▲ Just how shiny can one floor be? The enemies in this level quite literally spend all their time polishing it with rampant hoovers!

▼ Talk about being vain – Duck Dodgers has pictures of himself plastered all over the inside of his spaceship!



## Duck A L'Orange

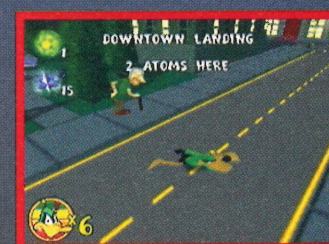
The great thing about *Duck Dodgers Starring Daffy Duck* is that it never fails to bring a smile to your face. Some of the dying animations in the game are hilarious. If this weren't a cartoon character it would be sick! How do you like your duck?



Everyone knows that before you can eat a duck you have to pluck its feathers – get hit in *Duck Dodgers* and feathers tend to fly!



If you don't manage to avoid any of the numerous burning or fire-breathing obstacles it's instant crispy Peking duck!

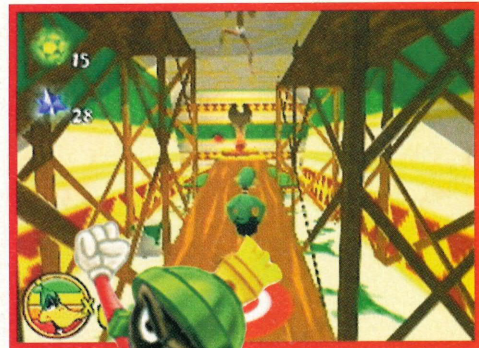
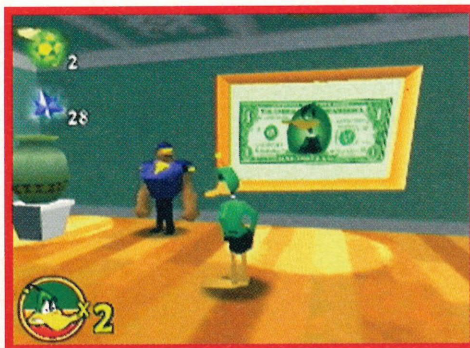
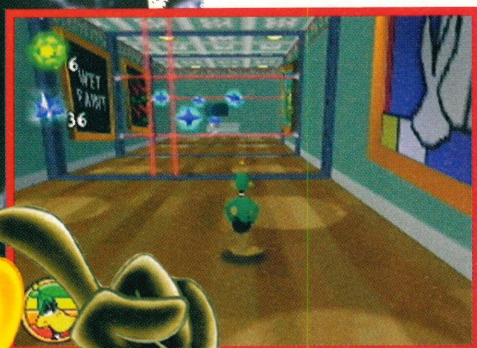


Get run over by any of the vehicles in this game and Daffy gets squashed into an expensive duck pâté!



Some of the more comical moments come when you miss a jump to a platform and Daffy hangs in the air looking helpless!





Porky Pig and Yosemite Sam all have their own speech. Loads of phrases have also been specially recorded to complement the in-game action – Duck Dodgers gets quite upset when he's the victim of one of the game's many hazards!

Something else which helps give the game a cartoon quality is the range of character animations. The movements and mannerisms from Daffy as he makes his way around the levels are superb. There are silly additions like Daffy's flurry of feathers and some lovely facial expressions which all add to the feel of the game. In fact, it's quite surprising just how many facial expressions a duck can have! With the impressive animations and in-game speech it's almost as if you're controlling your very own cartoon adventure! The finishing touch which gives the game that true cartoon quality is the splendour of the spectacular 3-D worlds.

Each of the five themed planets could easily have come out of a Warner Brothers cartoon. All five

are littered with ACME gadgets and precariously balanced rocks just waiting for someone to topple them! With fog and pop-up free levels the graphics are actually very impressive too. From the top of a Roadrunner-style cliff on the first level you get a gorgeous panoramic view of the canyon and waterfall below. Other nice touches include an overly reflective floor in the Sultan's palace on one of the later levels.

This game's not all in full 3-D, as some of the levels switch to a fixed top-down or a side-on viewpoint at times. One stage for example requires you to find your way through a maze and the camera switches to overhead to give you a helping hand. With this and the mini-games scattered throughout there is always enough variety to hold any gamer's interest. Throughout the course of the game you have to guide Duck Dodgers down a water slide, through a rat run, take part in a boxing match, play Pong and shoot a few basketball hoops!

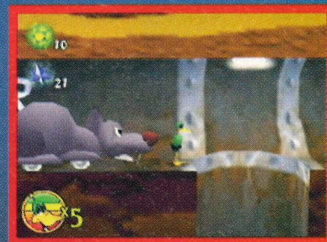
Even at this early stage Infogrames *Duck Dodgers Starring Daffy Duck* is a highly enjoyable game to play with plenty of things to do and loads of themed worlds to do it in. With *Donald Duck* also on its way from Ubi Soft it looks like we're going to have a bill to bill showdown this summer! Stay tuned to 64 MAGAZINE for the latest on all duck-related happenings on the N64. ■



▲ On some levels, when the water is deep enough, Duck Dodgers can actually jump in and swim around.

## Run Daffy Run

At one point on the sewer level of the game you drop down into a pipe and a huge duck-eating rat chases you down the tunnel! It just so happens that your way is also littered with hazardous drops and numerous obstacles to slow you down. If your reflexes aren't good enough and the rat does manage to catch up with you then it's instant death... nasty!





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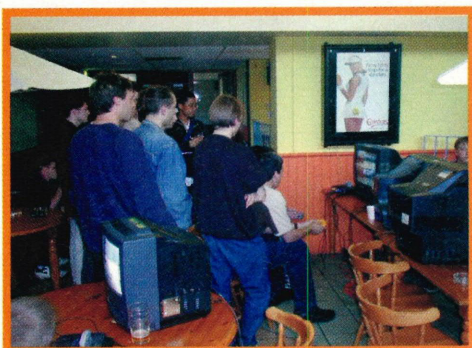
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# PERFECT DARK





# Carnage At Bournemouth University!

**It was a Wednesday afternoon unlike any other. In the Bournemouth University bar around a hundred students gathered to witness – or take part in – a duel to the death. The reason? They wanted to. The weapons? Four N64s running Goldeneye. The result? To be decided...**



**W**e originally heard about the Bournemouth University *Goldeneye* tournament when the students organising it approached us on the blag for some prizes. We agreed to supply them... on the proviso that some of the 64 MAGAZINE team were allowed to go along and take part.

Now there were those in the building who felt that the only reason we wanted to go to the event was to get an afternoon away from the office. There were those who even suggested we just wanted to get access to the subsidised University bar with its cheap beer. To those people we say... well okay, that was partly it. However, our chief reason

was to cover what we felt was a worthwhile activity – playing *Goldeneye*. More importantly it gave 64 MAGAZINE a chance to square off against a group of people who quite obviously spend much of their waking lives playing the game.

From 64 MAGAZINE went Roy and Mike from the editorial department and Claire and Tarik from marketing. We were a little worried about the latter two carrying the honour of the 64 MAGAZINE name owing to their not-exactly-extensive experience of *Goldeneye*, however, they'd organised all the prizes and they promised to buy the drinks if we let them go along, so we relented. Upon arrival at Bournemouth Uni we were met by Tez Read and Russell Sands, the two students co-ordinating the event as part of a project for their degree course (who says students don't get to do cool things?) The other organisers were Giles Martin, Tim Radcliffe, Claudio Annicchiarico, Simon Raybould and Chris Moore.

Over the next half-an-hour or so students drifted into the bar where the competition was being staged and were herded around by the organisers who took names and the small entry fee that



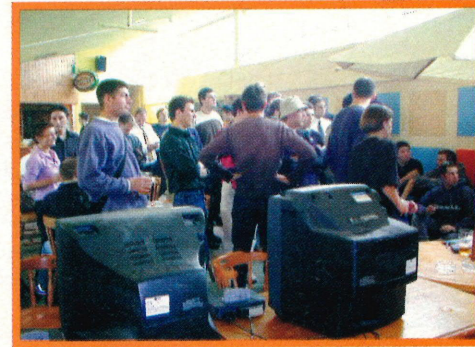


▲ The bar. The most important place in any University, as any student will tell you... cheap drinks all round!



each competitor had to pay (all profits going to charity). Participation was apparently a lot better than the organisers had anticipated and soon all the places in the contest were filled.

Then it was time for a quick explanation of the rules – random levels, combat with pistols, one-shot-kills, no using Odd-Job or the small Moonraker Elite – and the battle was on! Each game

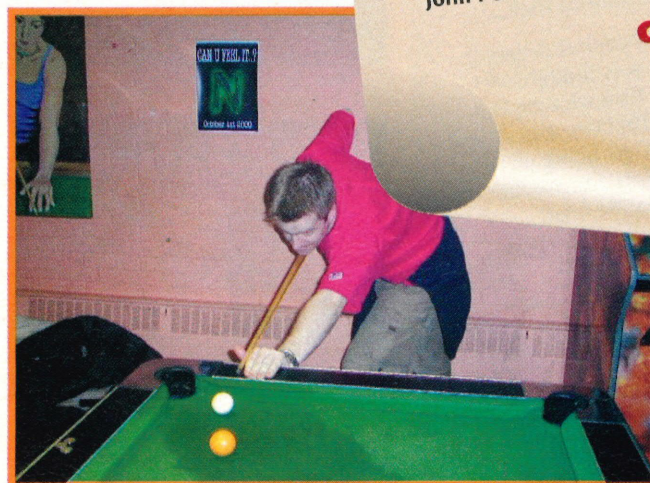


involved four players, with the first and second place competitors in each game proceeding to the next round. The initial rounds of the tournament went as follows...



▲ Who says that students are strange, eh? Look at this lot and try and tell us that they don't look perfectly normal!

▼ We went for the Goldeneye... we stayed for the pool. Well... the pool in addition to the cheap beer anyway!



## The Early Rounds

### Game One:

Tom Waterhouse  
Mark Marcou  
David White  
Joe Cannings

### Through To Round Two:

Mark Marcou  
David White

### Game Two:

Duncan Alston  
Tim Radtcliffe  
Neil Dallas  
John Peter

### Through To Round Two:

Duncan Alston  
John Peter

### Game Three:

Simon Raybould  
Karl Hood  
Ben Chaulington  
Alistair Macrae

### Through To Round Two:

Karl Hood  
Alistair Macrae

### Game Four:

Gregory Yonnin  
Jamie W  
Drew James  
Daniel Fonte

### Through To Round Two:

Jamie W  
Drew James

### Game Five:

James Gillespie  
Dave Bull  
Steve Hibburt  
Chris Brewer

### Through To Round Two:

James Gillespie  
Steve Hibburt

### Game Six:

Tarik (64 MAG)  
Giles Hanson  
Richard Whitelock  
Nick Pyne

### Through To Round Two:

Giles Hanson  
Nick Pyne

### Game Seven:

Claudio Annicchiarico  
Roy (64 MAG)  
Tim Shrieves  
Mike Crouch

### Through To Round Two:

Roy (64 MAG)  
Tim Shrieves

### Game Eight:

Mike Cook

Tez Read  
Chris Moore  
Ben Carstairs

### Through To Round Two:

Tez Read  
Ben Carstairs

### Game Nine:

Russell Sands  
Claire (64 MAG)  
Simon Raybould  
Mike (64 MAG)

### Through To Round Two:

Mike (64 MAG)  
Simon Raybould

### Game Ten:

James Porritt  
Ben Charrington  
Warren Jones  
Matt Judd

### Through To Round Two:

Warren Jones  
Matt Judd

## At The End Of Round Two...

The results of the first round bore out our deepest fears – both members of the 64 MAGAZINE marketing team had acquitted themselves like chocolate tea-pots in a sauna (ie: not very well) and were out of the competition. Fortunately though, Mike and Roy had managed to survive and so the day wasn't going to be a complete embarrassment – not yet anyway. The format for the second round was the same as for the first – four players per game with the top two going through and once again Mike and Roy both managed to fight off the effects of the cheap beer long enough to get through their respective games in one piece. Round Three beckoned...



## Round Three

Due to the awkward number of people at the end of round two, for round three the format was slightly different. The first game was as before, with four players and the first and second placed combatants going through. The second and third games however contained only three players with just the winner going through. Unfortunately Roy and Mike ended up in the same group which meant that only one of them could possibly go through to the next round! With mutterings of "Beat me and you're fired Mike" and "Never liked the lousy job anyway Roy" it was clear that this would be a serious grudge match and woe betide any student who got in the way!

### Game One:

Steve Hibburt  
Nick Pyne  
Mark Marcou  
John Peter

### Through To Next Round:

Steve Hibburt  
Nick Pyne

### Game Two:

Alistair Macrae  
Ben Carstairs  
Jamie W

### Through To Next Round:

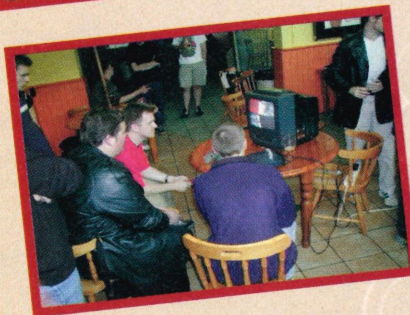
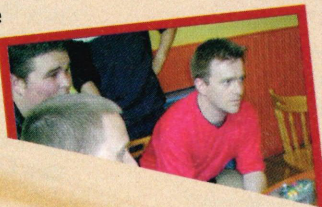
Jamie W

### Game Three:

Roy (64 MAG)  
Mike (64 MAG)  
Warren Jones

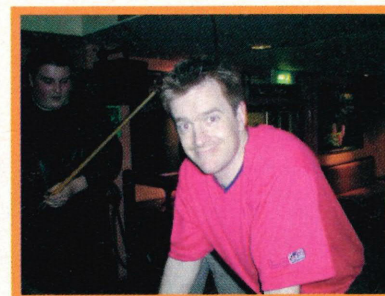
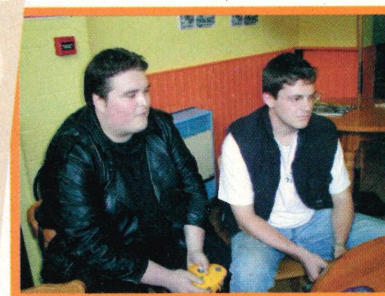
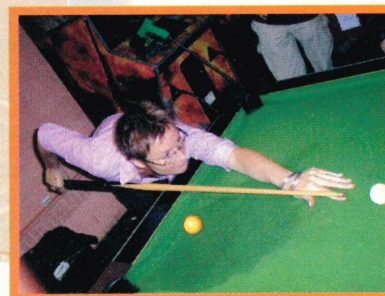
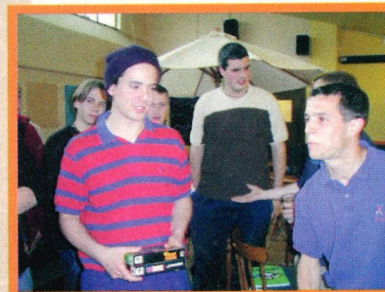
### Through To Next Round:

Roy (64 MAG)



## At The End Of Round Three...

Ten went in and four came out. Roy managed to beat Mike (fair and square) which meant that Mike kept his job. Poor old Warren was basically cannon-fodder for the two warring journos but that's just the way it goes! Things were certainly looking good for 64 MAGAZINE but unfortunately all that was about to change...



▲ The aftermath of the contest found Roy looking strangely happy in the bar – weird considering that he didn't win!

## Anyone Else Up For It?

We had such a good time at the Bournemouth University Goldeneye Tournament, we'd quite like to do it again! So if anyone out there fancies organising one, then drop us a line. We can supply you with posters and the odd machine and if you ask us really nicely then we may even be able to get you a prize or two. And of course we'll come along and cover the whole thing so that you and your friends can be immortalised forever in the glossy pages of 64 MAGAZINE. Just write to us at the usual address and bear in mind it doesn't necessarily have to be a Goldeneye tournament... not now that *Perfect Dark's* finally out anyway!

## Semi-Final

For the semi-final things were changed somewhat. Rather than simply playing the four remaining competitors off against one another in a massive bloodbath the organisers (in their wisdom) decided on two one-on-one contests, each to the best of three games. Thus it was that Steve faced off against Jamie and Roy came to take on Nick...

### Game One:

Steve Hibburt vs  
Jamie W

It was a close but in the end Steve came out on top. Now, who would he meet in the final?

### Game Two:

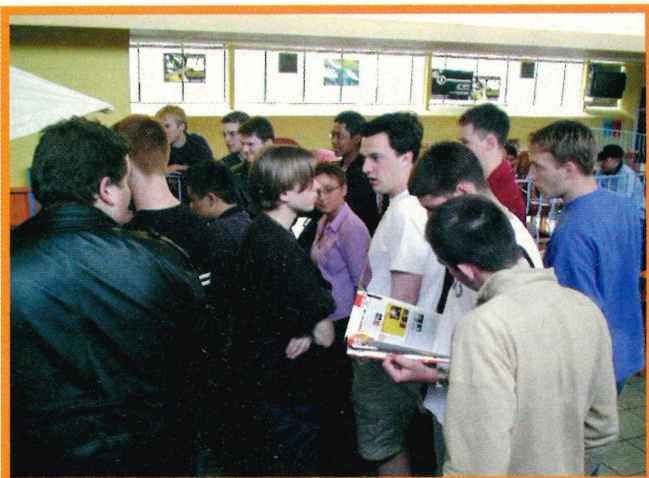
Roy (64 MAG) vs  
Nick Pyne

Fairly confident, Roy went in to do battle... but something went horribly wrong. After the event Roy was heard to ascribe his hideous defeat to the consumption of excess amounts of cheap beer – something which Nick, as a student, was obviously more hardened against.

Hideous defeat it was though, with Nick winning the first two games and thus going on to face Steve Hibburt in the final.







▲ Even with the excitement of the contest to distract them, students still found time to read the latest issue of 64 MAGAZINE.

## The Final

It was the contest to end all contests. Steve Hibburt vs Nick Pyne with a Dreamcast up for grabs (and before you lot all start – we gave 'em a Dreamcast because if they're top *Goldeneye* players then it's a fair assumption that they've

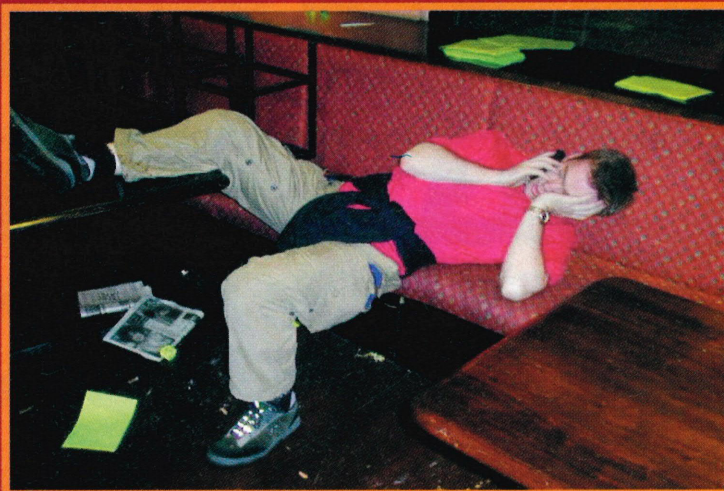
already got an N64, right?) The battle was hard and fierce and in the end it was Nick Pyne who came out on top. Which made Roy feel a little better because it meant the only person who'd beaten him was the guy who'd won! Roy then

felt even more chuffed when he won the third place play-offs – although curiously when the students supplied us with the results so that we could write this feature, he was listed as fourth! Foul play there! All that remained was to present the

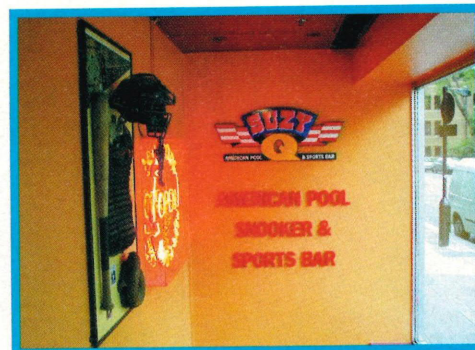
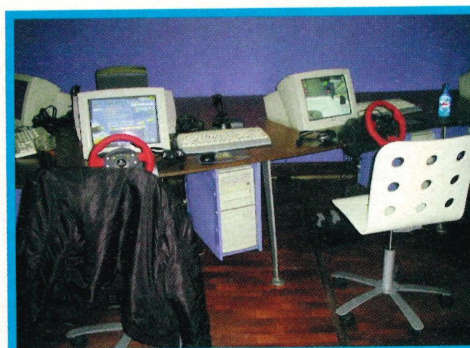
winner and runners up with their prizes and then it was off to the main student bar for more beer and many games of pool. Everyone enjoyed themselves, the students raised cash for charity and all in all, it had been a good day...

## Don't Try This At Home!

The post-tournament revelry proved to be too much for Roy. Having consumed rather a large amount of the low-priced beverages on offer, he complained of feeling a little tired and retired to a nearby seat for a rest. He then decided to phone his girlfriend, however, half-way through the call he managed to fall asleep! You would have expected one of the 64 MAGAZINE team to wake him and end his (what turned out to be a very expensive) phone call, but they thought it would be funnier to just leave him there and take photos instead! The moral? Don't drink and phone! (And never trust your colleagues.)







# Network Gaming Comes of Age

Inside London's Cyb@rgames lounge!

## How To Find It!

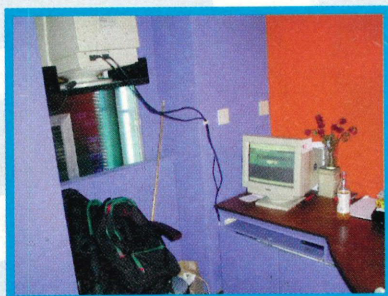
The Cyb@rgames lounge is situated at Semley Place in Victoria and is pretty easy to find - it's just a five minute walk from Victoria train station. From the station, get onto Buckingham Palace Road and walk left, up past the Victoria Coach Station (which you'll see on your right). Semley Place is then the next turning on the right, opposite a big clock tower on top of an office block. Cyb@rgames is situated downstairs in Suzy Qs pool club.



**cyb@rgames**

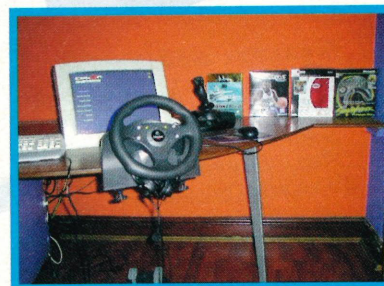
Okay, so you want to play networked games. You fancy a change from split-screen N64 multiplayer and fancy trying your hand at a bit of networkable action. What do you need to do? Well, first you've got to get yourself a high-end PC with a decent graphics card, then you've gotta pay for a decent Internet connection. Next you've got to buy whatever games you'd like to play over the Net and find a Web site that'll host your game, then you must download any appropriate patches and buy more memory and faster graphics cards where necessary... the list just goes on and on. More to the point, at the end of the day you're spending a lot of your time on your own in a darkened room, your only communication with the outside world being hastily typed, badly-spelled insults to and from other players. This is

▼ This is the server that controls everything. At least we think it is - we're not actually very technically minded when it comes to PCs...



the only way to play networked games, right? Wrong. Now there's a totally different way to get into the full-screen multiplayer phenomenon. This way you don't need an Internet connection, you don't need to buy the software and you don't even need your own PC... What's more you can even take on a bunch of mates in the same room, swapping stories and insults in person and even (should you so choose) drinking beer.

The Cyb@rgames lounge in London is part of the Suzy Q American Sports and Pool bar and it's got to be one of the



▲ Every PC has a steering wheel, pedals, joystick and a mouse. That's the plastic one with the ball, not the furry kind.







## They Have The Know-how...

Jon Temple is the manager of Suzy Qs. We asked him to tell us a bit about the place...

Jon: "The whole venue is now owned by Allied Leisure because they bought out Waterfall Holdings last week. They're still keeping the brand names Susie Qs and Cyb@rgames though. Cyb@rgames itself is a joint venture between us and The Playing Fields – they own the computers and the software.

Cyb@rgames consists of ten networked PCs, allowing multiplayer gaming. It's great for gamers, although we're also trying to push it towards the business community – you know: for team building things. Our customers at the moment are mainly just people off the street who enjoy games. They come because we've got quite a good variety of games and knowledgeable staff, like Fundi, who's a mad gamer. Myself... I'm not a gamer as such. I'll have a go on the driving games and the football titles but I'm not a hard core fan to be perfectly honest – I've got the whole site to worry about. The games side of things I tend to palm off to Fundi because he has all the technical knowledge and he's very good with people who know their games. That's why Cyb@rgames is a joint venture with The Playing Fields really.

They have the background in network gaming and we have an appropriate venue."

**64 MAGAZINE: "So is this a members club?"**

Jon: "It is. Membership is free and instant. By joining people get the other benefits of the club – if they want to play snooker and pool or use the machines in the bar and so on, they can. We're open 24 hours a day though, of course, the bar is only licensed till eleven o'clock – for the moment at least."

**64 MAGAZINE: "How much does it cost to come down and play the games?"**

Jon: "It's six pounds an hour but if we get large bookings then we can discount that price – the price we've found isn't really an issue because if it was ten pounds an hour people would pay it – they enjoy the games so much. I don't think six pounds an hour is too extortionate bearing in mind we hire pool tables out at eight pounds an hour. Six pounds an hour per person is good value really. The whole point of it is to play in a group against each other, rather than against the computer. We're flying in the face of people who say gaming is for loners, gaming is for anoraks, for geeks... That's a load of cobblers really, Cyb@rgames is for a load of guys or girls that want to play against each other and, you know, have a few drinks while they're at it."

**64 MAGAZINE: "So it's for gamers who don't want to stay home then?"**

Jon: "Exactly! However, there are also other advantages to playing

at Cyb@rgames. For example, you don't have to put up with the slowness associated with the Internet, you get to use state of the art equipment and play the very latest games available."

Next we talked to Fundi, the Cyb@rgames lounge's resident expert gamer. He's actually employed by The Playing Fields and works for Suzy Qs on kind of a 'loan' basis as part of their partnership. If you turn up and want a game, then Fundi's the guy who gets you started.

**64 MAGAZINE: "So what kind of games have you got here?"**

Fundi: "We have various categories of games: we have fast-button shooters, we have flight simulators and we have driving games. One of the most popular titles is a cool shoot-'em-up called *Unreal Tournament*, a recent PC title, which has awesome AI. Of course playing with ten players makes it even better. It's not just the choice of games that matters though, because there are various ways you can play... you could just be running around shooting each other, or you could be playing in teams. People also enjoy flight sims, for instance, *Combat Flight Simulator*, where you are flying a World War II plane, searching the skies for your friends and foes. Then there are the driving games we have, like *Midtown Madness TOCA* and *TOCA 2*. While in many ways they're just standard racing games, what happens is that everyone starts out with the intention to race, but it soon becomes a destruction derby!

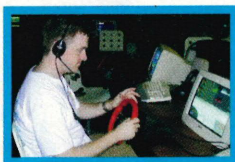
Everybody ends up crashing into each other and really having fun. It's easy to get into because once you've booted up the game and set up the wheel, all you have to do is accelerate and turn left and right. Also, because all your friends are racing on the same track, when you do meet there's usually all sorts of accidents. We also do more serious stuff though. For example, we have strategy games for those guys who would like to sit down for hours, organise an army and then go out and battle."

**64 MAGAZINE: "Okay, down to the technical stuff. For all our spec-obsessed readers, what sort of set-up are you running here?"**

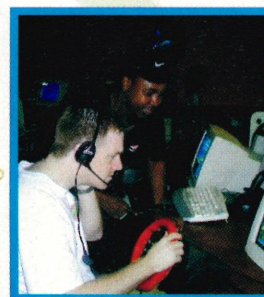
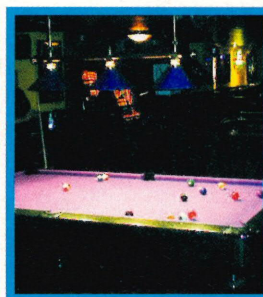
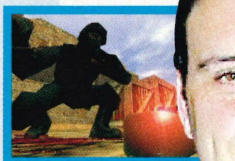
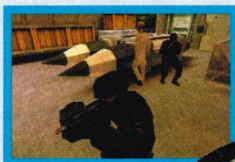
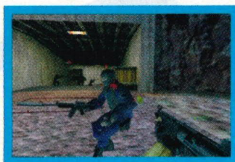
Fundi: "We're currently running AMD K6-2s, 450Mhz, in due course we plan to go for Atlan 750Mhz. We also plan to change the graphics cards. At the moment we've mostly got Riva 128 2-D/3-D cards though there's also a few dual Voodoo 2s 12Mb cards. If things go well, we'll hopefully move up to the new G-Force graphics cards."

**64 MAGAZINE: "And how does all this work?"**

Fundi: "We are running an ethernet network that's currently running at base 10, in due course we plan to increase this to base 100. Obviously, when we do that the games will run ten times faster. However, at the moment we only have ten computers, so the lag hasn't really caught up with us yet and the games we have don't slow down at all on the network."



▲ Driving games have never been more fun than when playing networked against some friends. Almost as good as the real thing!







▲ Okay, so it's not *Perfect Dark* but if you're after some serious shoot-'em-up action then you can't go far wrong with this!

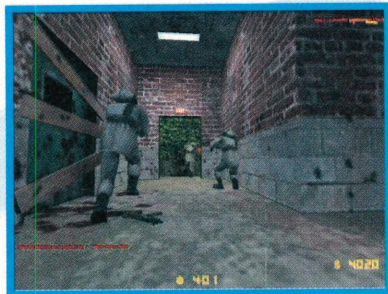


## The Playing Fields

The Playing Fields is an organisation which was set up two and a half years ago. It's basically a gaming café, but a very sophisticated one. Situated in Whitfield Street, W1, the place is a large scale, very stylish, cutting-edge gaming arena with the same kind of set up as the Cyb@rgames lounge only three times the size – thirty or forty machines – with a bar and food facility. The Cyb@rgames lounge at Suzy Qs is The Playing Fields' first venture outside of that specific venue. Cyb@rgames is run as a 50/50 joint venture between The Playing Fields and Suzy Qs, and according to Jon Temple, while The Playing Fields really cater a little bit more to the hard core gamer, at Cyb@rgames they're looking at a more varied clientele, ranging from your dedicated die-hard gamer to someone who's never even so much as wiggled a mouse before. Essentially, if The Playing Fields is the cutting edge then Cyb@rgames is the slightly blunter one!



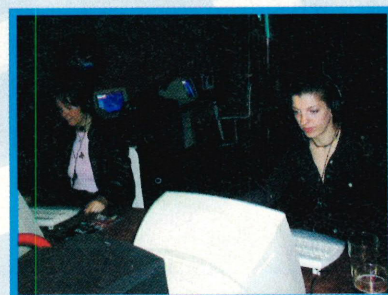
coolest ideas yet. With ten top-spec PCs running over a super-fast LAN, a range of the latest games and experienced people on hand to show you how everything works, this is the newest innovation in videogames entertainment. The N64 showed us that multiplayer gaming could be fun. That multiplayer didn't necessarily mean sitting at a PC that would slow down if too many people joined the game. Now the Cyb@rgames lounge is taking the multiplayer experience to the next level.



▼ Multiplayer gaming is great fun and being able to do it full-screen is tremendous. Everyone should try this!



▼ Who says that girls can't play videogames? Well actually... these two were a little rubbish! But Cyb@rgames *is* for everyone!



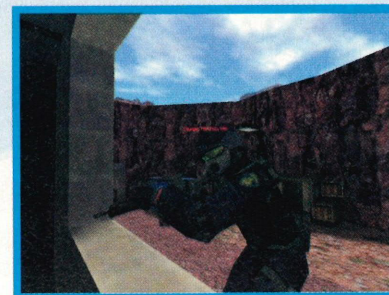
▲ Fundi (left) and Jon (right) are the guys behind Cyb@rgames – with a little help from The Playing Fields that is. Quite simply: this place has to be one of the coolest ideas ever!



▲ If you're looking for some seriously fast 'n' furious first-person shoot-'em-up action, then it's fair to say that you can't go far wrong with a bit of *Unreal Tournament*!

▼ *Counterstrike* is a special forces-style mod running on the *Half Life* engine and it's incredibly addictive!

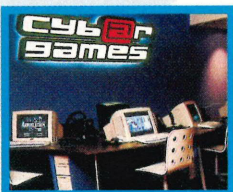
▼ Take a break from *Goldeneye* and pop down to Cyb@rgames for some seriously cool network gaming!







▲ Ten people on the same game at any one time! There's something to be said for PC gaming after all then!



▼ Not actually sure what's happening here! Er... definitely looks like something is exploding though! Hmm...



Intrigued as to how the whole place is setup, 64 MAGAZINE went along to check it out.

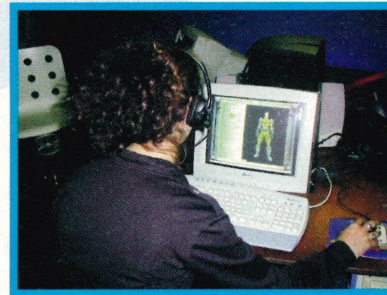
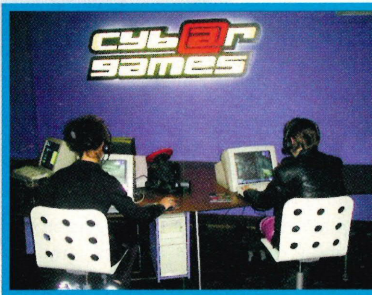
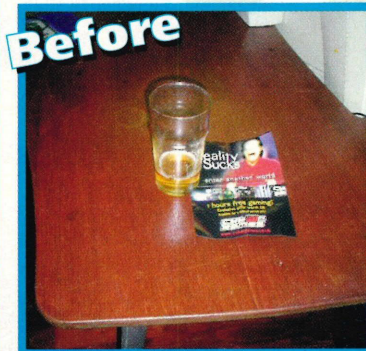
As Cyb@games caters for all of the populace, novices get detailed tuition (as we found out when two girls came in who appeared never to have used a keyboard before, much less played games over the 'net) before being let loose on the game. However staff are always on hand to offer advice and assistance during the games.

Obviously there is a catch here. The bad news is that if you're under 18 then this whole experience isn't for you – at least not yet. The Cyb@games is situated in Suzy Qs pool hall which is a licenced members premises and so you must be of legal drinking age to join. The good news though is that if you are of legal drinking age then you can go along with your mates, play games and drink beer all at the same time! Okay, it's not going to replace the N64 but as a social alternative – we're more than up for it! ■



## Warning: Alcohol can seriously affect your performance!

While we actively encourage drinking beer while playing videogames (once you're old enough to drink that is) it does have slightly adverse affects on your gaming prowess. For those of you've never sampled an alcoholic beverage, this should give you some idea of what it's like...



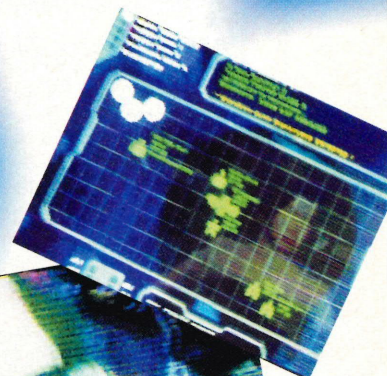
# Special Offer

**AN HOUR'S FREE PLAY COURTESY OF SUZY QS AND 64 MAGAZINE!**

Yes, to give you Nintendo-obsessed gamers out there the chance to try something new, Suzy Qs is offering 64 MAGAZINE readers a free hour of network gaming at the Cyb@rgames lounge. Simply take this voucher along on any day to break into the world of high-speed LAN-based network gaming!

**This voucher entitles the bearer to one hour's free gaming at the Cyb@rgames lounge in Semley Place, Victoria, London.**

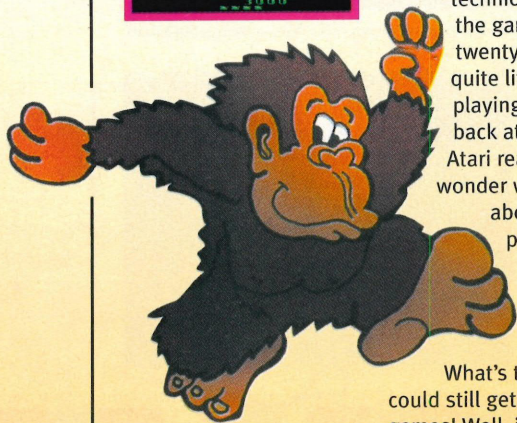
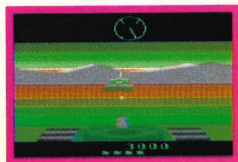
Not valid in conjunction with any other offer. Originals only, no photocopies.





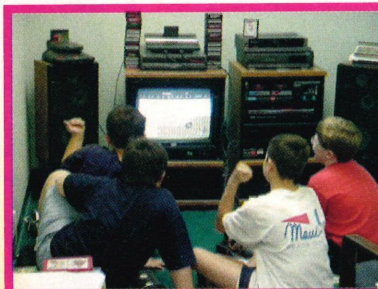
# Those Were The Days...

Take a trip down memory lane...



**I**t's when you start looking back wistfully at games which you used to play as a kid that you begin to feel very old! It's amazing just how far home computer games have come. The technical advancements alone in the games industry over the past twenty years or so have been quite literally breathtaking. After playing today's games, looking back at classic consoles like the Atari really does make you wonder what the fuss was all about! Of course, when you pick up the games again you realise that they have gameplay which can put many modern titles to shame!

What's that you say? If only you could still get hold of these classic Atari games! Well, if glancing across these



▲ Kids of the new millennium playing on games of the seventies – proof that these games are still playable today!

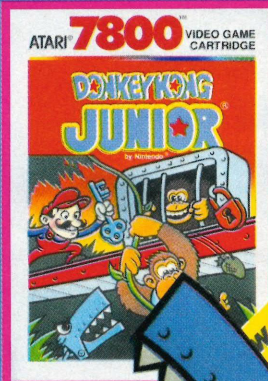
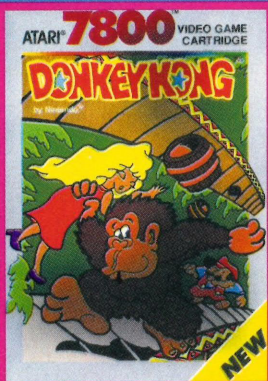


pages is making you feel all nostalgic then you could be in luck! After the Atari Corporation was liquidated five years ago, they sold their entire back catalogue (around two million Atari 2600 and 7800 carts) to a company called O'Shea. Now here's the good

## Donkey Kong

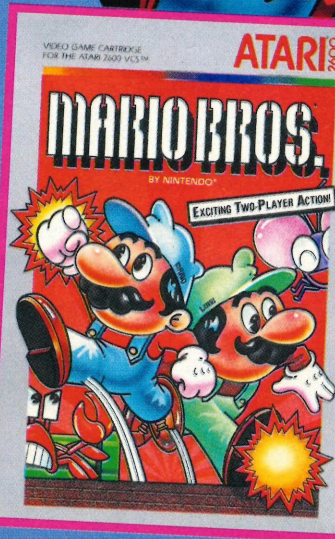
You should all know the classic *Donkey Kong* game by now. It's appeared on loads of different formats and was also thrown in as a bonus game on *Donkey Kong 64*! The idea is simple enough – save the

princess by getting to the top of the screen. Unfortunately, things are never that easy and the game still remains quite a challenge. Atari also produced a sequel *Donkey Kong Jr.*, which is even more difficult!



## Mario Brothers

This Atari game shows the Mario Brothers as you've never seen them before. The back of the packaging for this game even calls them carpenters instead of plumbers – perhaps they were moonlighting! *Mario Brothers* is a game which has been converted onto many formats, albeit under different guises. The aim is simply to head-butt the platforms to turn creatures on their head, allowing you to kill them before they have a chance to kill you.







## Going Back To Our Roots

The 64 MAGAZINE team get all sentimental over the games that kept them sane through childhood...

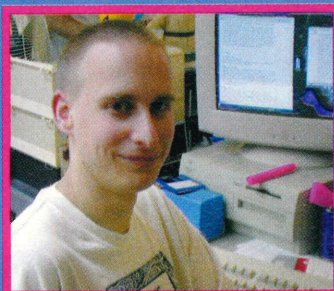
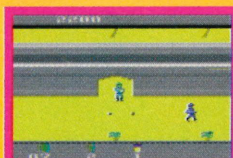
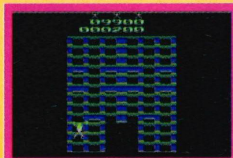


▲ This is the underground warehouse where all of the games are stacked up. It's almost like being in Area 51!



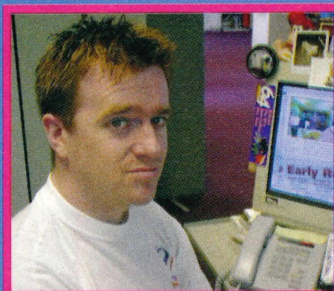
▲ The gameplay of classic titles like *Centipede* and *Asteroids* has been copied so many times over the years we've lost count!

▼ *Climber* is an extremely frustrating game, the aim is to get to the top of the screen without falling off – no easy task!



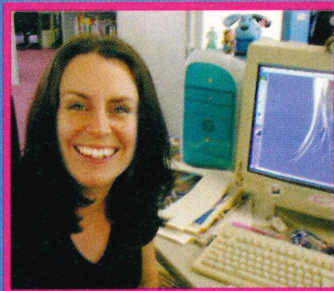
### Mike, Staff Writer

The first few games I played were on the Commodore 64 but the machine which really sucked hours from my life was the Amiga 500. It had some classic games which I still play today, such as *Speedball 2* and *Cannon Fodder*. My favourite all time childhood game though, was the top down racer *Supercars II* which basically ripped off *Supersprint* on the Spectrum and threw in a few weapons. I spent far too many hours playing this with friends – it's a wonder I ever managed to pass my GCSEs!



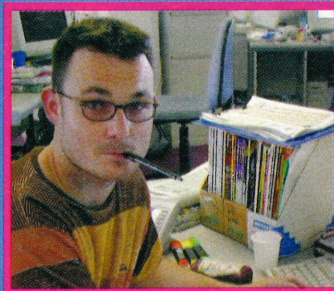
### Roy, Editor

My first taste of home videogames was *Manic Miner* on the Spectrum 48K – which my parents had rather surprisingly bought for me not long after it hit the shops (I think one of my mum's friends had told her it would 'be educational'). Around the same time I got hold of a bootleg copy of *Elite* by David Braben (which I played on my junior school's solitary BBC Micro) and it had me absolutely hooked, to the point of buying the same game on both the Spectrum and the Atari ST when it was converted to those formats.



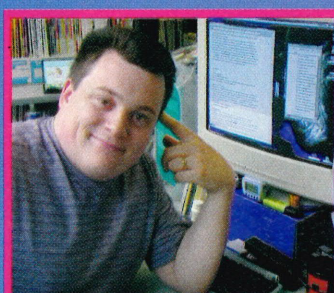
### Nicky, Designer

The first game I remember playing was *Pong*. YES, *Pong*... I am indeed far older than Mike and Roy would care to believe! However, my all time favourite "mum shouting me" game would have to be *Knightmare* (Konami) on the MSX. I played it all summer during the school holidays much to my girly mates' disgust – no pink lipply or blue eyeshadow for me, just that little knight and hours of battling baddies on screen! And of course, I knew where all the secret rooms were due to way too much gameplay and seriously square eyes!



### Scott, Production Ed

Back in the days when I was called Giblet (excuse me? – Roy), me and my best friend Poultrey, used to play *Lotus Esprit Turbo Challenge* endlessly. Other addictions included *Sensible Soccer*, *The Blues Brothers*, *Bubble Bobble*, *SWIV* and *Vanilla Ice* (Oh... My... GOD! – Roy). In fact, I must have spent about four years stuck to the Amiga listening to *Ice Ice Baby*. My parents always told me that if I played on the computer for too long I'd end up as a Production Editor...



### Nick, Da Boss

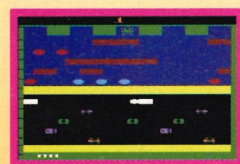
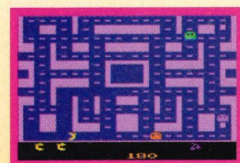
My entire youth was lost in the wild world of videogames – I was writing for *CRASH* magazine from the age of 15, so I got to play every new Spectrum game for free! The one game that I have kept coming back to through the years has to be *Out Run* though. The Sega arcade game was a joy to play and when the home versions were released, my love for the game was reignited. I'm just waiting for the arcade cabinet to come down to under £400 and then I'll relive my youth again – this time in my front room!







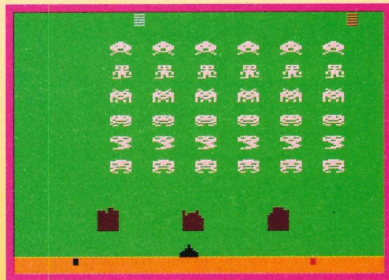
▲ Check out the piles of classic titles, it's like being in videogame heaven!



news: after keeping the carts in a huge underground storage area for a few years, O'Shea have decided to sell the whole lot on for just \$0.80 a time!

When we say huge underground storage area, we mean HUGE! The carts are stored in a disused section of a lime mine, 150 feet below the earth. Though much of the mine is still in use (blasting occurs every day at 5.30pm!) the storage space available is somewhere in the region of ten million square feet! Imagine videogames as far as the eye can see and you get the idea.

Bizarrely, this location is exactly the right temperature for storing the remaining million or so carts. Amongst the O'Shea horde you can find some classic Nintendo characters. Just think of being able to own one of the first home



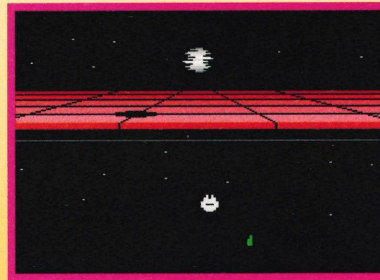
▲ It doesn't matter how old you are, everyone at some time in their life has played a game of *Space Invaders*!



▲ Introducing *Ms Pac Man*, distinguishable from *Mr Pac Man* by a rather silly yet highly fashionable yellow hat!

playable versions of *Mario* or *Donkey Kong*! Not to mention the numerous games that have been copied, ripped off and remade over the years. For example, included in this Atari collection are games like *Asteroids*, which has been released on the N64, and *Ms Pac Man*, which is due for release very soon.

One of the best things about the carts is that they are all still sealed in their original packaging and come complete with their manuals. Unopened, they are fast becoming collectable items – even computer games can reach antique status don't you know! Then again, where's the fun in leaving them unopened, when you can take the extremely lightweight cart out and give it a few hours play? Unfortunately, O'Shea doesn't sell the consoles but you can usually dig one out for under a tenner in your local second-hand shop. If you want to buy some of the games you can do so through the O'Shea Web site: [www.oshealtd.com](http://www.oshealtd.com). ■



▲ One of the many *Star Wars* games on the Atari! What? You mean you can't recognise the *Millennium Falcon*?



▲ Can you believe it? This is the first version of the classic beat-'em-up *Double Dragon* that was released on a home system!

## You've Come A Long Way Baby!

Just 20 years ago people were playing games that basically consisted of a black screen and a few coloured blocks – if you don't believe us check out the Science Museum in London, where one of the exhibits is a playable TV tennis game! Compare the difference of the games of then to the games we have today. What could the next 20 years hold for titles like *Donkey Kong*?



## Atari What?

Between the mid 70's and the mid 80's, Atari sold more than 35 million 2600 and 7800 systems in the US alone!



### Atari 2600

Released in 1977, the Atari 2600 was the first console to store game information on EPROM carts and one of the most popular videogame systems of its time. It may have been without a graphics processor and it only featured 128 bytes of RAM but it did have a very impressive range of games.

### Atari 7800

Released in 1986 to compete directly with the NES (Nintendo's first console) this didn't fair quite as well as the 2600. Surprising, considering it boasted backwards compatibility and a far superior graphics chip. Sadly not as many games were released and the chip was never exploited to the full.





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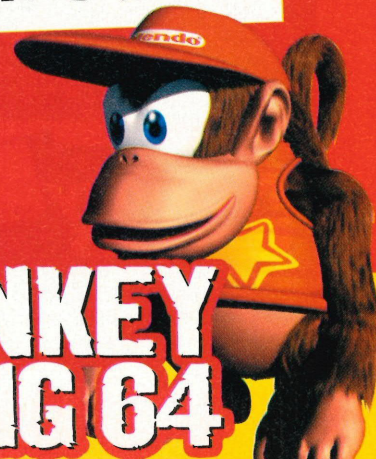


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# DONKEY KONG 64





REVIEWED  
THIS ISSUE!

reviews

# 64

## MAGAZINE

### Those Boxes Explained!

Our reviews are liberally splattered with boxes, for your convenience – if you're too lazy to read the main review, or want the technical guffery, these are where to look. But what do they mean?

### Ninfo

#### PLAYERS

The number of people who can play the game.



#### EXPANSION PAK

Does the game support Nintendo's Expansion Pak for extra features?



#### RUMBLE PAK

Can you plug in a Rumble Pak and shake along with the game?



**Publisher:** The company selling the game

**Developer:** The company that wrote the game

**Game Type:** What sort of game it is – sports, racing, fighting, whatever

**Origin:** The country where the game was written

**Release:** The date the game will be on sale

**Price:** Gee, see if you can work this one out!

### \$64,000 Question

⚡ This is where we list the good and bad points of the game. If there are more of the latter than the former, it's probably not going to be worth your money!

### Memory Options

Does the game have a built-in chip to save your position, or do you have to buy one of Nintendo's Controller Paks to record your progress?



# Starcraft 64

page  
44

It's been delayed several times but now the N64 version of this space strategy/combat game is finally here (on import at least). Quite simply, it's the best conversion of a PC game that we've ever seen!

### PAL Performance



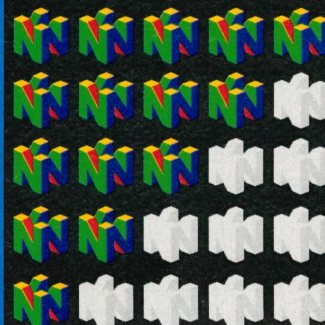
In UK Update reviews, this box replaces the \$64,000 Question. It means we've already reviewed the game as an import – has the British version suffered in translation to our PAL television system?

### Supplied By

We get import games through importers – if you want to get hold of an import game for yourself, these are the people to call.

### 64 Magazine Rating

64 MAGAZINE rates graphics, audio, gameplay and challenge out of five. What does it mean when a game gets a particular score?



Well above and beyond the call of duty – five in a category means it's damn near faultless!

A good job – there might be a few rough edges that could have been better, but nothing serious.

Average – a game that gets this score does its job adequately in this category, but isn't anything special.

Things aren't looking good – a mark of two means that this part of the game is definitely below par.

Complete rubbish – this part of the game has been done so badly you wonder why they bothered!



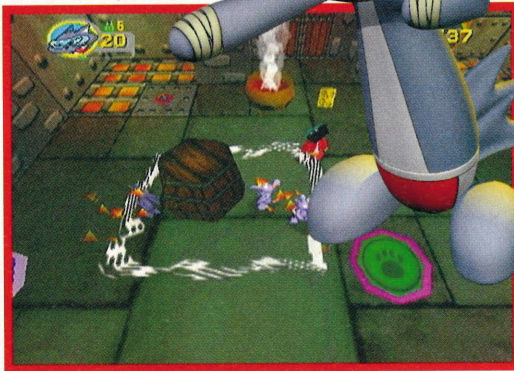


# UK UPDATE



## 52 NUCLEAR STRIKE

Okay... we admit it: we forgot to do an update on THQ's helicopter combat game! What can you do?

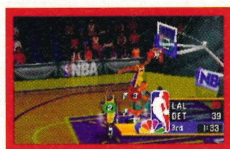


## 58 RAT ATTACK

A madcap cat and mouse game that makes *Tom and Jerry* cartoons look positively tame!

## 60 NBA SHOWTIME: NBA ON NBC

Balls, balls and more balls in yet another basketball game.



## Final Score

95%+



EVERY GAME GETS A SCORE OUT OF 100 – BUT WHAT DOES IT ACTUALLY MEAN? IGNORE ANYTHING OTHER MAGS MAY SAY – 64 Magazine IS THE MOST BRUTALLY TRUTHFUL N64 MAG AROUND, AND IF WE GIVE A GAME A GOOD (OR BAD) MARK, YOU CAN TAKE THAT AS THE GOSPEL TRUTH. THESE ARE WHAT THE SCORES MEAN IN ENGLISH...

This score wins a game the coveted Gold Medal Award. Unlike some rags, which hand out top gongs like Smarties, we're very tight-fisted with this award – out of well over a hundred N64 games reviewed, only four have got the gold. It's your guarantee of a top game!

94%-90%



Welcome to Sizzler country! Scooping one of these awards means a game has had our brand of quality seared into its tender flesh. Unless you have a beef against the particular kind of game, anything that scores in this range can be bought without fear of crapness.

89%-75%



The good-but-not-awesome zone. A game in this range will still be worth getting if you like the sound of it, but it will either have some minor but annoying flaws or be missing the hard-to-define 'hook' that makes a truly great game.

74%-50%



Starting to drop into the realm of games that should only be bought if you're really, really into the subject. They might have flaws that spoil the gameplay, or be well done but not especially interesting. Be careful before you spend your money.

49%-30%



Warning, Will Robinson, warning! If a game can only manage a below-average score, then there's obviously something badly wrong with it and you should give it a wide berth. Don't say we didn't warn you.

29%-10%



You are now entering the World Of Crap. If a game ends up here, it's got so many things wrong with it that the Russians may be planning to use it as a space station. Do not, under any circumstances, buy anything that scores this low!

Below 10%



Can there really be anything this pathetic on the N64? Oh yes, there can. Oh yes.

## 64 Bottom Line Controls



What do all those buttons on the pad do? We try to make sense of the insanity!

## Alternatives

There may be other games of the same type already on the shelves – here you can see at a glance whether the game being reviewed measures up to the competition.

## Rating

## Graphics

Does the game look like Melanie Sykes, or Dot Cotton?

## Audio

Does it sound like music to your ears, or nails down a blackboard?

## Gameplay

Perfectly-tuned entertainment machine, or clumsy and annoying stack of cack?

## Challenge

Will it keep you coming back for more, or be finished in five minutes?

## Overall



The final score! It's not an average of the four categories above, but our definitive rating of the game. So, is it worth your dosh?

## Soundbite

The game in a nutshell, for the truly lazy reader!





## Ninfo

## PLAYERS



## EXPANSION PAK



## RUMBLE PAK



Publisher: Nintendo  
Developer: Mass Media  
Game Type: Strategy warfare  
Origin: US  
Release: Out now (import)  
Price: £59.95

\$64,000  
Question

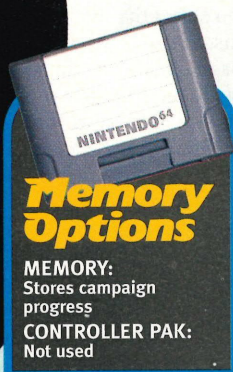
- + Graphics easily as good as the PC version
- + Loads of carefully-designed missions
- + Range of single-player scenarios
- + Massive variety of two-player missions/maps
- + Three different races all play totally differently
- + Every unit in the game has different speech samples
- + Absolutely fantastic in-game music
- + Extremely easy-to-use command interface
- + Crucial but subtle improvements have been made over the PC version
- + Suitably atmospheric storyline runs throughout
- No Internet link-up (obviously)
- CPU opponents are a bit deadly for beginners

Strategic warfare games  
will never be the same again!

## Starcr







## Memory Options

**MEMORY:**  
Stores campaign progress  
**CONTROLLER PAK:**  
Not used

**Supplied by:**  
The Control Zone  
**Contact info:**  
01590 677144

**S**pace. The final frontier. These are the voyages of the magazine Sixty-Four. Its continuing mission: to explore strange new software stores. To seek out new games and new Nintendo-related things. To boldly go where no mag has gone before... (Cue *Star Trek* theme tune and dodgy cut-out of the magazine racing across an unconvincing starry background).

*Starcraft 64* is one of those games which seems to have been in development for absolutely ages. To be honest it was getting to the point where we weren't sure that it would ever turn up and the real fear was that if and when it finally did arrive it might well turn out to be rubbish! The problem was that though the original PC version was absolutely outstanding, it had so much to it that there seemed no way developer Mass Media would be able to cram everything onto a poor little N64 cart. Well it seems that there was some way to do it because *Starcraft 64* has finally arrived on US import and it's quite simply the most accurate, most enjoyable, most impressive conversion of a PC game that we've ever seen!



▲ A crashed Terran spacecraft lies in the middle of Zerg held territory. You've got to fight your way through with rescue shuttles and pick up the crew. Only... you don't have any shuttles!

the way here and now: *Starcraft* is not the same. Okay... so they are both real-time strategy games that involve you building forces and guiding units around a map which is viewed top-down (sort



considered an entirely different entity! The gameplay in *Starcraft 64* is based around the manipulation of three different races: the Terrans, the Zerg and

**The most accurate, most enjoyable, most impressive conversion of a PC game that we've ever seen!**

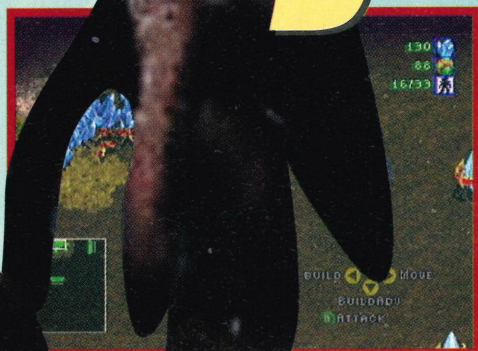
## Star Wars

On the face of it, *Starcraft 64* might well resemble that other Nintendo strategy title *Command & Conquer*.

However let's get this out of

of) but to say that *Starcraft* is the same as C&C would be like saying a Ferrari is the same as a Ford Escort. They're quite obviously related in some way but at the end of the day one of them is so far in advance of the other it can almost be

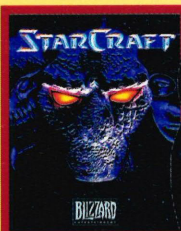
# Starcraft 64





## Take On The World!

The Mac and PC versions of *Starcraft* have been around for some time now, and they're still tremendously popular. They allow gamers to play against one another over a LAN (Local Area Network) but better still the game can automatically connect via the Internet to one of the many dedicated game servers around the world and thus let *Starcraft* fans all over the planet take on one another via the 'Battle Net'. Just for a comparison we thought we'd challenge someone in the US to a game... and we lasted about two minutes. Some of these people take their *Starcraft* very seriously indeed!



the Protoss. The Terrans are basically a human culture which is markedly similar to that seen in the movie *Aliens* – they're fairly advanced but still use projectile weapons and their basic foot soldier is the Marine. The Zerg are a genetically-engineered race organised around the concept of a hive mind (like the aliens in



*Aliens* in fact!) They don't build things, instead they hatch out worker drones which then evolve into their structures and warriors. The Protoss are the most advanced of the three races with far superior technology to the Terrans, and they have energy shields, teleportation devices and all sorts of other cool gadgets at their disposal. Oh... and they're also incredibly tough!

## Star Struck

When you begin the game you can choose between a number of different playing modes. You can, if you want, opt to play just a straight-forward battle – which we'll go into in more detail in a moment. However, the best way to get into the game is to play in Campaign mode. You start off in the Terran boot



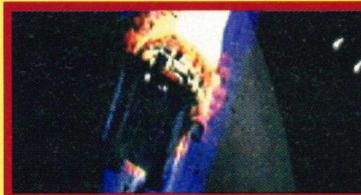
camp. That's if you select the first campaign. It is possible to choose one of the later campaigns but if you do that you get a message telling you that you'll spoil the storyline – so it's best to start at the beginning (although the choice, as they say, is yours!) The first couple of levels are basically training missions. As you play, messages from your 'advisor' appear to explain the different functions of the buildings and the mobile units and to offer you helpful advice (telling you where to build, advising you to collect more energy, warning you about possible avenues of attack for the enemy forces, that sort of thing). After the first few missions, the advisor stops giving you this kind of help and settles down into her primary role – as Communications officer. She then only pops up to warn you if any of your off-screen units are under attack, to pass on radio communication from other forces, and to generally move the plot along. From this point onwards school's out – you're on your own!

## Star Burst

The missions in the game vary considerably in format. You might begin a game with a base and limited supplies and have to construct enough defences to survive for a limited time. You might get given just a handful of men and vehicles and be sent on a rescue mission. Or you might need to infiltrate an enemy base and assassinate an officer. As you play through, you realise that a lot of thought has obviously gone into the plot for this title. If you fancy a change from the Campaign mode then there are a number of different options you can opt for instead. First you select

## In The Depths Of Space...

To set a suitable atmosphere the game opens with a short FMV sequence. Far from their homeworld in deep space, a Terran survey team is scoping out a new planet. Suddenly and without warning a massive spacecraft appears and obliterates the Terrans. The war has begun...







## Run Away!

Terran installations have a rather nifty special feature built in – they can lift off and fly to another location. This is useful for restructuring your camp but it also comes in handy if your base gets overrun by enemy forces...



This Terran command centre suddenly finds itself under attack from a whole posse of Protoss ground units.



With no marines to come to its aid, the only thing the command centre can do is bug out – how's this for moving house?



It's essential you keep your command centre out of harm's way – if enemy forces batter it the result is catastrophic!



▲ Terran Firebats make short work of a Protoss home base. Ordinarily this wouldn't happen as the Protoss are tough... but we're rubbish!



▲ Ghost Kerrigan needs to sneak into this enemy Terran stronghold and assassinate someone. Her cloaking device comes in handy!

the race that you wish to play with – Terran, Zerg or Protoss – and you can then access a number of different game set-ups. They range from easy to very hard and begin with you and a fairly relaxed enemy force on a basic map. The farther down the list you move, the more opposing forces you face and the trickier the maps get.

Similarly, in two-player mode you can decide what kind of game you'd like to play and choose from a range of different maps and a number of different scenarios – free-for-all, team vs the CPU, and so on.

### Starry Eyed

The key to success in *Starcraft 64* is learning the capabilities, strengths and weaknesses of the various races. Each race has the ability to build air units, ground units, structures and static defences. However, everything is developed in a hierarchical

harder version of the Marine – they have flamethrowers and better armour) you first need to construct an Academy. This makes *Starcraft 64* a game that requires considerable thought and some degree of forward planning and demands that you get your head around the concept of 'resource management'. Basically, everything that you construct in the game requires energy and there are two different sources of it – mineral deposits (shown as blue crystals) and Vespene gas. The minerals are the basic building block for all the races and all structures and troops require them. The Vespene gas is required for many of the more advanced projects that you undertake. Protoss Zealots for example (the equivalent of the Terran Marine, only tougher) only require a certain amount of minerals but if you want to manufacture Dragoons (the next stage in the Protoss ground forces) then you need to harvest Vespene gas. And gas is also used in another feature of the game: research.

## The key to success in Starcraft 64 is learning the various races...

system. You can't build Terran Marines for instance without first building a barracks. Then if you want to build Terran Firebats in the barracks (the

### Star Trek

Many of the units that you use in the game have the capacity for extra abilities. These can range from upgraded weapons and armour in the lower-level units to things like powerful special attacks, cloaking ability, nuclear strikes, spying abilities and the power to warp some of your warriors into different forms. However, in most cases these



▼ The Protoss firepower proves to be too much on this occasion for the primitive Zerg forces. It's not always this easy though!







▲ Protoss Dragoons gang-up on one of the Zerg installations in this base and it's not long before it's just so much icky mess!



abilities need to be researched and for that you usually require a certain structure to be built (Terran armour is upgraded using a building called a Forge for instance) and you also need a healthy store of Vespene gas.

This research element really adds to the game's longevity.

When you first play the game, it's possible to stick to doing the fairly



basic things. Build up a force of low-level ground troops, maybe upgrade their armour a little, possibly build yourself a few basic air-attack units – you can pretty much have a very enjoyable game without worrying too much about the higher level units. The one snag is: you'll lose.

The CPU players in the game aren't daft and pretty soon you find yourself experimenting with more and more of the special functions and higher-level units as you attempt to try and overcome the dastardly enemy forces.

### Star Quality

Basically the best way to play is to start with a specific race and stick to them.

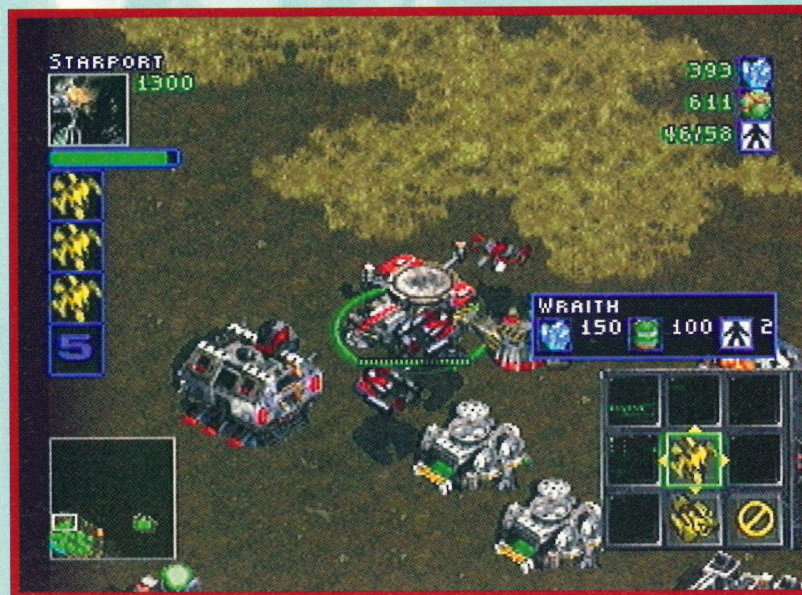
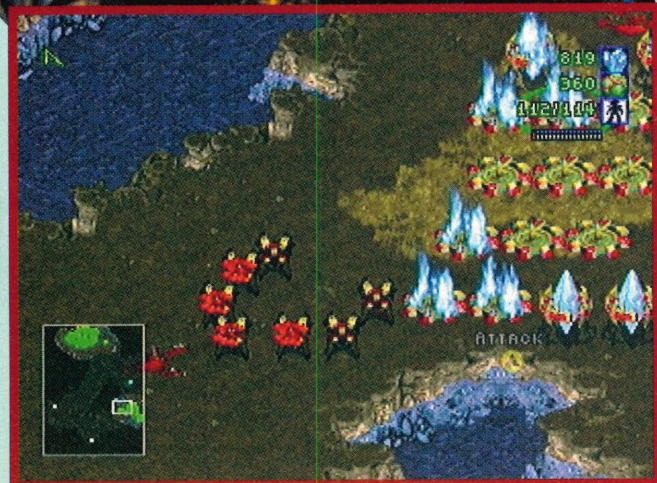
Learn everything about the race you've chosen and work your way up to using all the high-level research functions and powerful offensive units. Get used to assigning warriors to teams and co-ordinating them in planned attacks – for this isn't a game where you can just send your armies into battle willy-nilly, oh no! No matter how powerful and well-

armed your forces become, it's easy to completely lose a battle with some lousy planning. Build an airforce for instance and they're great against other air targets and even against ground targets – providing there are no ground-to-air defence platforms about. Send air units against a number of these and your flyboys will be gone before they know what's hit 'em. So what you need to do instead is send in some ground support first to take out the air defence network and then follow up with your air attack... and of course once you start getting onto the more advanced maps it gets much more complicated. Before you know where you are you're having to contend with air-lifting troops and artillery into hot battle zones,

**It's near impossible to fault this game...**

developing sophisticated air-defence upgrades, establishing new lines of supply, bolstering defences back at base, and generally trying to fight

▼ You can't really expect to win a protracted campaign without any air support. For air units you first need to build yourself a Starport. A control tower add-on is always advisable too.







## Two's Company, Three's War!

There are three distinctly different races in *Starcraft 64* unlike other similar games, the differences between them are more than just skin-deep.



### Terran

Terrans are good all-rounders. Their weapons and machinery isn't as durable as that of the Protoss and they can't breed as fast as the Zerg. However, Terran gear can be repaired and personnel healed which can give them an edge in protracted battles, and if all else fails they can just move all their important buildings somewhere else!



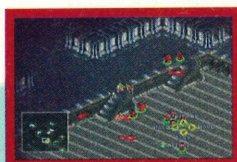
### Zerg

Zerg are scary muthas that breed like rabbits and can swarm across a map before other forces have built their first installation. Their limitation is that they can only build structures on a special organic compound called 'Creep'. Their unusual qualities make them the most difficult race to master.



### Protoss

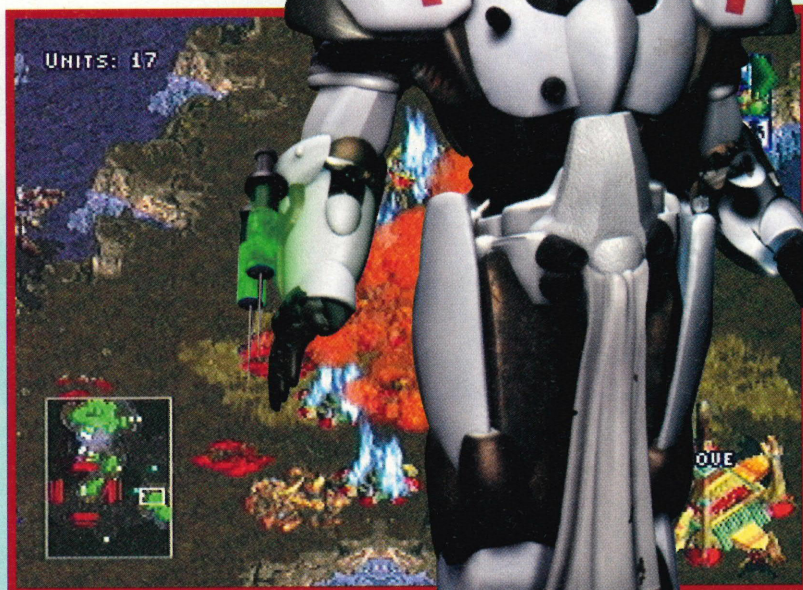
Protoss are the most durable of the three races, but they take longer to build their forces than the other two. They have the advantage that they don't actually construct buildings but instead beam them in from the home planet and once the beam-in process has begun the Protoss worker probe is free to move on to other tasks.



▲ Some of the campaign missions require you to take a small force inside enemy installations and duke it out on foot!



▲ Terran bunkers are great protection for your marines. The marines don't take damage even when the bunker's on fire.



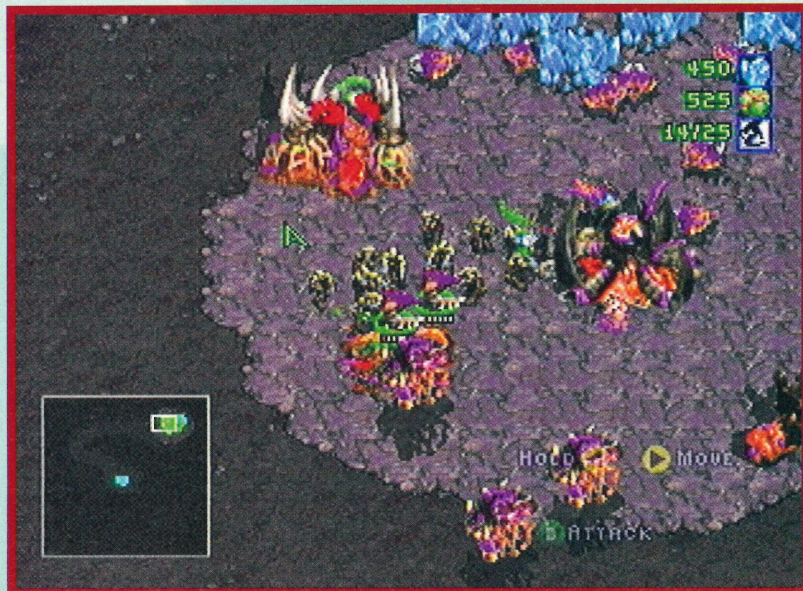
battles on ten different fronts! And then even if you do manage to get your head around every unit, power and ability of one race, you've still got two others to play with and the gameplay totally changes when you do!

For instance: Terrans can build one structure per worker, Protoss can build several at once, Zerg actually turn their workers into buildings! Then there's the fact that every race has distinct units which have different powers and abilities to their alien equivalent. They don't just all have the same kind of unit (ie: Marine, tank, fighter, etc) with different graphics – instead each race really does have a totally different structure and the more advanced they get, the more diverse they become.

### Star Test

Gameplay-wise it's near impossible to fault this game. Everything that was in the PC title is present (aside from the Internet play option obviously) and some improvements have even been made over the original! Two notable

▼ This Zerg base is in considerable trouble – the player hasn't yet managed to build many combat units and the place has just been invaded by a band of marauding Protoss warriors!



▼ The blue circles represent the 'areas of effect' of the Protoss pylons. You can build anywhere within their spheres of influence.





additions are the fact that when you build worker units they now immediately begin to gather crystals or harvest gas for you until you order them to do otherwise. This might sound a little unimportant but in a pitched battle when you're trying to control a massive army and you suddenly need to restock your mineral deposits you don't have time to keep nipping back to base to give basic orders like 'harvest'! Then

50

## Intergalactic warfare has never been so good!

there's the 'master build' menu. Basically there are two ways to create things – you can click on a structure or a worker unit, select build and then choose what it is you want to create. This is fine but like the fact that it's a pain having to give basic orders to worker units during battle, similarly working out what can build what takes time. An easier way to do it is to bring up your master build menu and simply choose what you want to create then let the game select the appropriate construction device. The master build menu is also useful for planning what you want to make because it shows you what units you could potentially create and tells you



▲ One way of playing *Starcraft 64* is to build your defences and conserve your mineral resources and wait for the enemy to come to you... a much more fun way is to attack!

what you must build first – ie: it tells you that you need to first build a factory if you want to create a Starport.

There's just so much to *Starcraft 64* that even in eight pages we can't get all the information across. It's no exaggeration to say that we could probably dedicate a whole issue of 64 MAGAZINE to the game and not cover all the intricacies of it. Audio-wise this is one of the most

impressive, if not *the* most impressive game on the N64 so far. The music which plays throughout is tremendously atmospheric plus every unit in *Starcraft* has one or more speech samples to acknowledge your commands and with well over 40 different troops and vehicles that's an awful lot of speech. The two-player mode is also great fun – the only real problem is that it's obviously split-screen and therefore everything's a little cramped but there's almost no slow-down even when both windows are showing a pitched battle.

## Prepare For Transport!

While other races tire themselves out building or growing their structures and units, the Protoss do things the easy way: they get someone else to build things back on the home planet and then they just warp them in!



## Shooting Star

The good news is that you can play *Starcraft 64* without the expansion pak, well... most of it at least. You see since the original *Starcraft* came out on the PC there has been an expansion set released – *Starcraft: Broodwar*. This set contains extra maps for the PC version and some new, rather dark and mysterious units for each of the races. Now... if you've got an N64 without an expansion pak then you can play the original version of







▲ When you first build your base, the thing you need to concentrate on is collecting resources.

*Starcraft*, with the three different campaigns and all the different battle maps from the first game. With the addition of an expansion pak to your machine however, you then get access to three more campaigns (the ones from *Broodwar*) a whole bunch of new maps and the all-new *Broodwar* units. So essentially, buying an expansion pak becomes the equivalent of buying the *Broodwar* expansion set! This is a

fantastic idea because it means that people who've got the expansion pak or want to buy one get some real value for their money but those who don't have or don't want one still get a complete game (unlike, for instance, with *Perfect Dark*). This is definitely a much better idea than just using the expansion pak for 'nicer graphics'!

*Starcraft 64* is a title which has almost infinite replay value because every time you play it it's a different game. Even if you repeatedly just play the same map over and over again the variety of things you can do and the impressive AI of the CPU opponents means that it's never the



▲ Player one is having a bit of a problem to say the least – his command centre just got totalled by enemy Protoss units!

same game twice. You might consider yourself somebody who doesn't like strategy warfare games and if this is the case and you've played something like *Command & Conquer* on the N64 then it's probably only reinforced your opinion. However, this is a strategy game for everyone, so pick up a copy of *Starcraft 64* and prepare to put all your preconceptions aside. Before you know it your social life will cease to exist and your world will revolve around conquering the universe, be it as a Terran, as a Zerg or as a Protoss. Intergalactic warfare has never been so good! ■

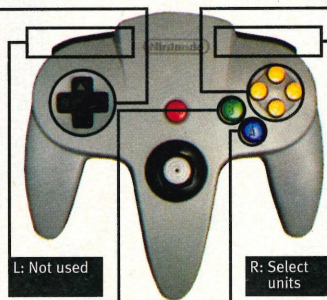


STARCRAFT 64

REVIEWS

64  
MAGAZINE

64 Bottom Line  
Controls



L: Not used

B: Attack

R: Select units

A: Select

C Up: Issue command • C Down: Issue command • C Left: Issue command • C Right: Issue command

D-Pad: Centre on base

Z: Master build menu (with R)

Alternatives

*Command & Conquer: Nintendo*

Reviewed: Issue 30, 90%

*Blast Corps: Nintendo*

Reviewed: Issue 3, 80%

Rating

Graphics



Audio



Gameplay



Challenge



Overall



95

Soundbite

The ultimate strategic warfare game!



2nd opinion

*Starcraft* is one of the most immersive and enjoyable games that has been released for the N64 in a very long time. You quite simply will not find a better real-time strategy game on any console. This game makes *C&C* look like kids playing at war! **MIKE RICHARDSON**

Rating

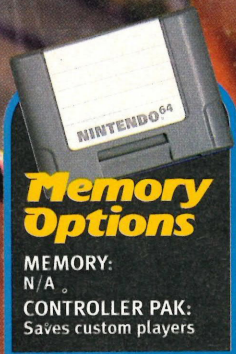




# NBA Showtime:

## NBA On NBC

Ladies and gentleman... it's showtime!



### Memory Options

MEMORY:

N/A

CONTROLLER PAK:

Saves custom players

### Ninfo

PLAYERS



EXPANSION PAK



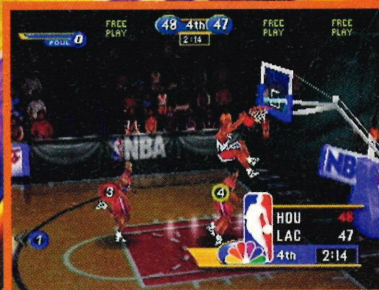
RUMBLE PAK



Publisher: Midway  
Developer: Eurocom  
Game Type: Sports Sim  
Origin: US  
Release: Out now (import)  
Price: £44.99

This game has got  
user friendly written all over it...

60		FINAL STATS		59	
OLAJUWON	BARLEY	ODOM	NCANIAN		
50.3% 5/6	FG% 4/7 57.1%	75.0% 3/4	FG% 8/9 88.9%		
50.0% 3/6	3P% 0/2 0%	87.5% 4/7	3P% 0/2 0%		
22	POINTS 20	34	POINTS 29		
100%	9/9	67.0	59.3%		
9	ASSISTS 10	10	ASSISTS 15		
4	STEALS 0	0	STEALS 0		
3	BLOCKS 4	0	BLOCKS 2		
0	REBOUNDS 0	0	REBOUNDS 5		
0	ENCLURED 0	1	ENCLURED 0		
0	TENNOVA 0	0	TENNOVA 0		



**Y**es, we know it's another basketball game and yes, we know there are lots out there already but despite that – this is actually not that bad a game! Based on the arcade machine of the same name, *NBA Showtime: NBA On NBC*, is all about having fun – this is not just your run-of-the-mill half-baked basketball simulation.

For starters every single game is a two-on-two game of tactics. Depending on your preference this can actually be a good thing – it can get far too confusing when you've got two full teams chasing after the ball. With only two players to worry about tactical plays become a hell of a lot easier than they are with a court full of players. Those of you who have played *NBA Jam* will be used to all this but *Showtime* offers one small improvement.

### Fast Passes

One of the more annoying things about *Jam* was that you couldn't tell where all the players were on the court all of the time. The small addition of some arrows on the edge of the screen makes a massive difference – just knowing where everyone else is makes tactical plays a lot easier to implement. There was nothing more annoying in *Jam* than to have your passes intercepted by someone you weren't aware of! Surprisingly, the computer AI isn't half bad either and does actually





▲ As an asteroid passes the Earth, the court's gravity suddenly changes and all four players rise up towards the ceiling!

back you up. Unfortunately, sometimes the CPU-controlled players also go it alone and ignore you completely but then players upstage each other in the real sport too!

It's no exaggeration to say that this game has got user friendly written all over it. The controls couldn't be easier – one button shoots or blocks, another passes or tackles and a third one acts as turbo. The only time it gets complicated is when you have to hold down turbo and pass at the same time to throw the ball harder. This may all be child's play but the simplicity means you can concentrate on the game at hand. Which of course mostly involves dunking the ball in the most stylish way possible!

### Fiery Rings

Thanks to all the arcade influences this game is well and truly littered with impressive over-the-top dunk animations. Actually, it's all a little more than over-the-top – 'over the moon' would probably be a better description! Some of the players jump so high in this game you'd think that their Nike Airs had been pumped up with helium! On occasion players can jump a good clear eight feet or so above the rim before crashing down with the ball burning through the hoop. Where would an

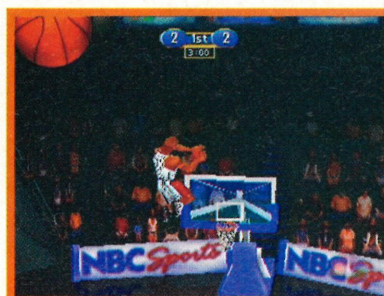
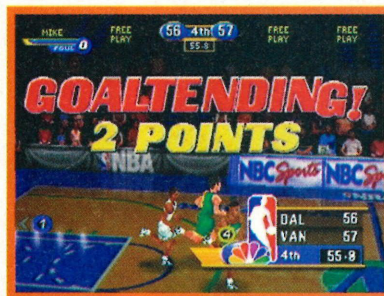


▲ Surely a slam-dunk like this is going to hurt! Still there's nothing like making sure that the ball is well and truly in the basket!

arcade basketball game be without burning hoops?

If you do manage to make three 'ally oops' in a row with your team-mate (which is surprisingly easy) the ball turns to fire as it crashes through the hoop. This game has loads of arcade power ups but one of the more impressive has to be the hot spots. Each player has one 'spot' on the court from where they cannot physically miss a shot! It's touches like this which make you think twice about playing a realistic simulation again. The problem is

▼ Hanging around under the basket waiting for the ball to come your way is a sure-fire way of giving the other team a few points.



## Live Your Fantasy

If you've had dreams of becoming a professional basketball player then *NBA Showtime* is the game for you! You can create your own player from scratch and build up their attributes with each game you play. Not to mention being able to change their appearance...



To start with you only get a few points to spend on attributes but as the game progresses you can turn your player into a dunkin' master who moves across the screen like a blur!



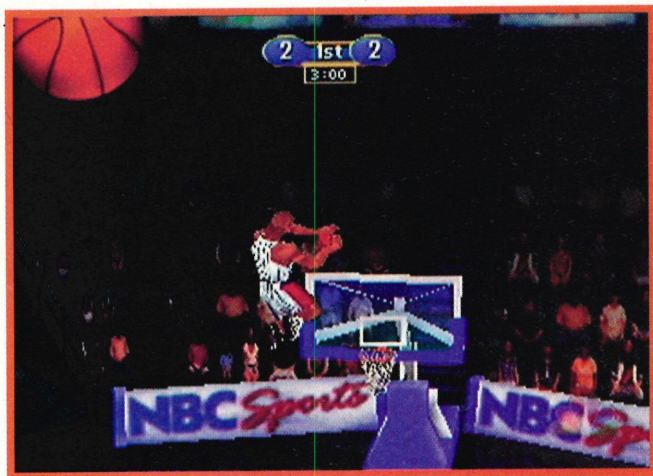
As well as being able to tune up your stats you can select power ups which include the hot spot. Simply choose an area of the court that you want your player to be at their best in!

## \$64,000 Question

- ⊕ Great arcade gameplay
- ⊕ Over-the-top dunks
- ⊕ Easy controls
- ⊕ Very fast
- ⊖ Slightly rosey graphics
- ⊖ Not enough to do
- ⊖ No replays
- ⊖ No camera choices
- ⊖ Cheesy commentary

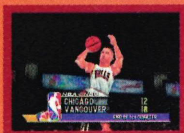






### What Is Showtime?

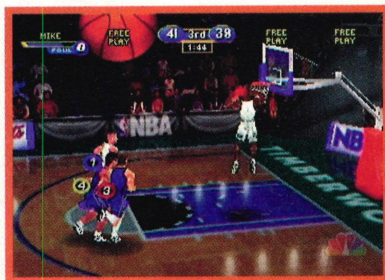
You may not get any over-the-top multi-angled replays in *NBA Showtime* but you do get a *Matrix* style freeze frame camera pan! At the end of each quarter the players freeze and the camera pans down and circles around them. Unfortunately, this usually just rubs in the fact that you were near to getting a basket but didn't quite make it! You also have to endure looking at the players' ugly mugs in close-up – surely this game should be rated adults only!



however, that not enough changes have been made from the arcade version of the game. A perfect conversion is one thing but the possibilities are always there to do so much more.

### Missing The Hoop

The major problem with this game is that there just isn't very much to do in the one-player mode. The main one-player game revolves around creating a player that you can use for each game and increasing their stats. You can't even play those games in a tournament or league, they have to be played one at a time going back through the menu screens and saving after each couple of matches! Building up your player and opening up some silly characters can be



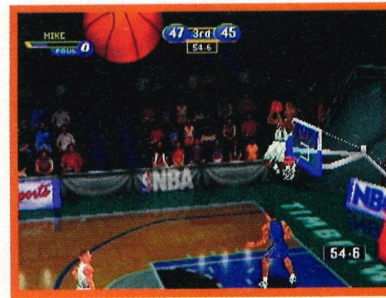
▲ It's a great feeling when your tactics work and you manage to give your team-mate the time and room to score.



▲ Quick someone help him! A nasty basketball-hating school kid has clearly put some extra strong super glue on the rim.



▲ Houston we have lift off! This player has to have a bungee cord attached to the rafters.



▲ There's dunking the ball and there's dunking the ball but this is just showing off – annoyingly it went in as well!

fun but it does get repetitive. After the first couple of months the only time you'll pick up this cart will be to take on a friend in multiplayer! The conversion's problems don't end there though,

Which brings us on to one of the most annoying things about this game: you don't get any slow-motion replays. The game is often too intense and too fast moving for you to truly appreciate the

## You get a suitable cheesy running commentary in NBA Showtime...

because – as you can see from these screenshots – the graphics aren't exactly a testament to the N64's capabilities. Of course gameplay is always more important than appearance but surely it wouldn't have been too difficult to bump up the quality a little. It's not as if there are ten players on the court! It's a shame that a recent game like this can have such dodgy graphics. On the plus side however, the blisteringly fast speed of the game is amazing.

It's even faster than the arcade version – blink and you can quite literally miss some of the dunks!

dunks in action. Replays may only be an obligatory addition in a basketball simulation but in an arcade game it's practically written law! To further aggravate the situation you can't even choose different camera angles. Fair enough the one you get is fine but a bit of variety would have been nice. Perhaps the developer didn't want you to get a closer look at the graphics!

### Squeaky Sneakers

Like in most arcade sports games there's a suitably cheesy running commentary in *NBA Showtime*. This can get a little annoying at times but never



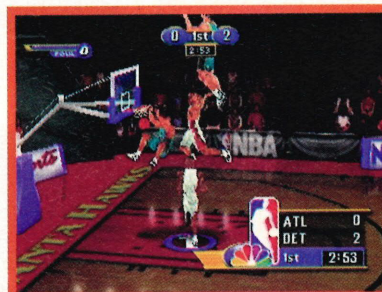
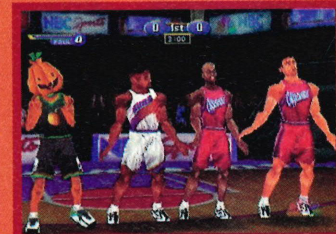
▲ Sponsor of the game Shaquille O'Neal towers above most of the other players – he doesn't even need to jump to put the ball in!





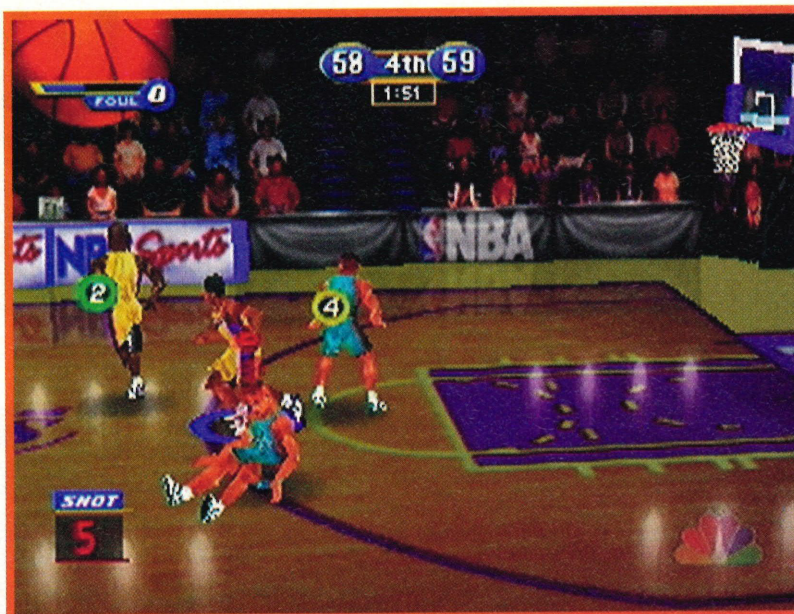
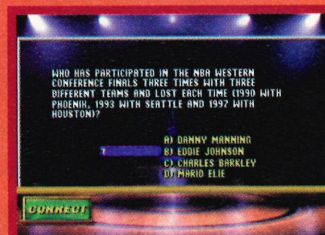
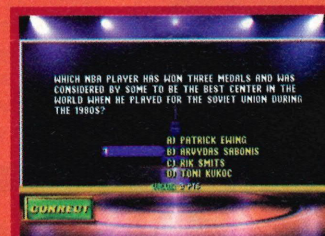
## Hidden Characters

Okay, spot the odd one out! Definitive proof that this game is all about fun comes with the masses of silly players who can be opened up. Check out Cheat Central in this issue for the complete list and how to get your hands on them.

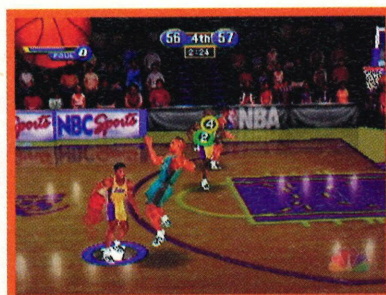


## Your Starter For Ten...

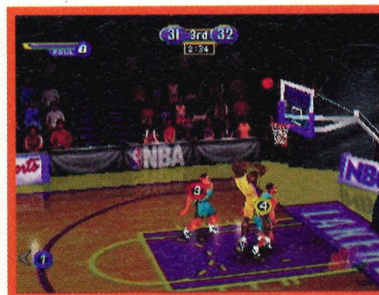
One of the most bizarre elements about this game is the questions that get thrown at you after each match. This may be an arcade game but you don't half get a load of stats and facts in these questions! Answer them correctly and you get points to spend on your custom player attributes.



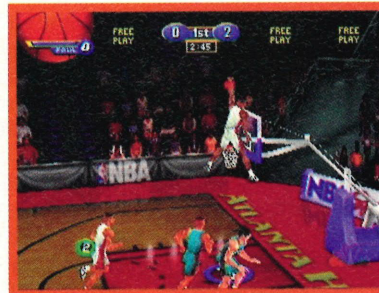
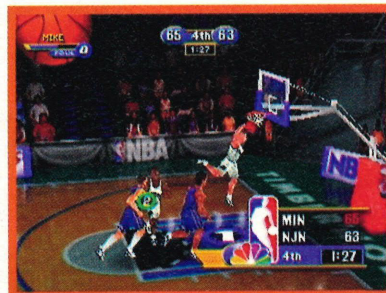
▲ The referee often ignores little shoves like this... Well, it is a contact sport after all – someone's bound to hit the deck!



▲ One of the best ways to make room for yourself is to push the opposing blocker around a bit!



▲ The game may be blindingly fast but at moments like this when the scores are so close, you tend to see every shot in slo-mo.

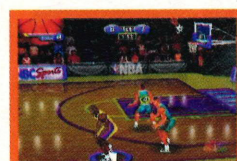
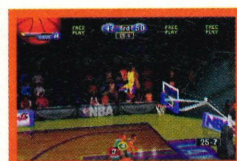
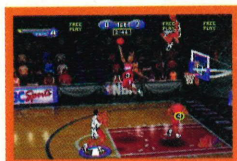


## The Usual Suspects

Before each match takes place the four athletes take part in a criminal line up so you can wonder at their godlike basketball presence. Unfortunately, they always look like extras from an episode of *Thunderbirds* with seriously wobbly arms and legs! It doesn't exactly instill much faith in their abilities – famous basketball players have never looked so ridiculous!



▲ Someone had better hold number four up – he looks like he's had just a few too many glasses of lemonade.



▲ Those legs in the top right corner of the screen belong to your team-mate who is waiting for you to make the 'ally oop' pass!



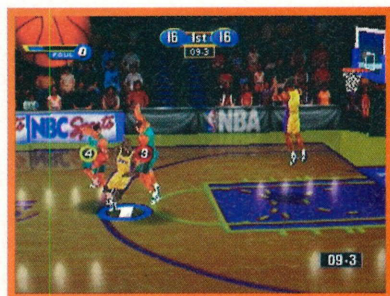


## Bleeding Thumbs Again!

The tip off can be one of the most important points of the game. Win it and you could be two or even three points up on the opposition before they have time to recover from the shock! Unlike other basketball games where it's a matter of timing though, here you have to rattle the A and B buttons *Track And Field* style! Whoever's meter is the highest when the ref lets it go gets the ball – this makes for great fun in two-player!



▲ We're not quite sure who is dunking who here! From this angle it looks like the ball is about to score two points



▲ Shaq puts his shoulder into the other player forcing some room to shoot – unfortunately, this one missed!

fails to amuse – even if you are laughing at it rather than with it! Like most commentaries it can also start to get a little repetitive but only because it never uses player names. Instead, when something happens in the game all players are referred to by their team name! Player names would have been a welcome addition.

*NBA Showtime: NBA On NBC* is a lot of fun but you just get the feeling it was



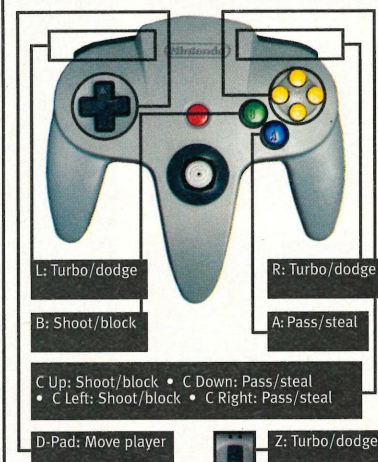
▲ If you hold down the turbo button going up to the basket, your player makes a few dramatic spins in mid-air.

all a little bit rushed. Especially as it has the gold dust that is the full NBA license and Shaq sponsorship. *Showtime* has some great arcade gameplay but is let down so badly on all other fronts that it's difficult to justify buying. It's great in multiplayer but there simply isn't enough to keep you coming back for more in the single-player game. If you're going to buy an arcade basketball game stick with *NBA Jam* instead. ■



▲ It's actually quite difficult to build up a big lead in *Showtime*, which means the games stay tense to the end.

## 64 Bottom Line Controls



## Alternatives

*NBA Jam 2000* Acclaim  
Reviewed: Issue 35, 84%  
*NBA Live 2000: EA Sports*  
Reviewed: Issue 36, 78%

## Rating

## Graphics



## Audio



## Gameplay



## Challenge



## Overall

# 78

## Soundbite

An enjoyable basketball game but far from the best.

## 2nd opinion

Boring! Okay, so there are a few nice touches to this game but as it's about the twenty-seventh basketball title I've seen on the N64, I just can't get excited. If anyone's going to release another can they please make sure it's something new and different, because we've got enough average ones now thank you! **ROY KIMBER**

## Rating





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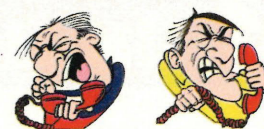
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## Ninfo

PLAYERS



EXPANSION PAK



RUMBLE PAK



Publisher: Mindscape Entertainment

Developer: Pure Entertainment

Game Type: Puzzle

Origin: UK

Release: Out now

Price: £39.99

58

# Rat Attack

## Splat those darned rats!

**W**e reviewed the import version of this game way back in issue 32 and it was scheduled for release over here in December! Well there must have been a rodent in the works because *Rat Attack* has only just hit the shelves. Despite the delay this is still one of the most manic games on the N64 and it has been well worth the wait.

The storyline for *Rat Attack* is – to be frank – more basic than *Duplo* but as soon as this hectic game starts the story

(or lack of it) is irrelevant. The gameplay is simple enough. Drag a square line called the eraticator around the rats to trap them and then jump on a floor

## Chaos reigns supreme in this game!

switch to destroy them for good. Unfortunately, in practice things never go quite to plan and you really have to try and keep your head together as everything around you falls to pieces!

### Roland Rat

The problem comes when you have to stop all the rats swarming across each of the themed rooms from destroying all the furniture. You see, you can only catch one rat at a time while there are usually more than



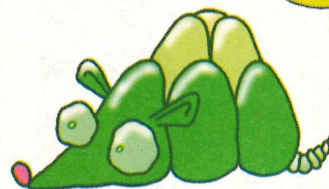
▲ This is exactly what you don't want to happen – get hit whilst carrying a load of rats and they are released back into the level!

## Know Thine Enemy

There are nine basic different types of rat in *Rat Attack* and every single one of them is there to make your life a misery!

### Genius Rat

The most clever of all the rats, he can use his telekinetic powers to destroy things from a distance. He also has a nasty habit of jumping out of the eraticator!



### Jelly Rat

Surely the most bizarre rodent in the game, this wobbling rat cannot be eraticated. If you try to trap him, he splits into two jelly rats! Smash him with your claws instead.



### Devil Rat

One of the more deadly opponents, the devil rat spends most of his time flying around the room and pelting you with fireballs! Annoyingly, you can't touch him till he lands.

**\$64,000 Question**

- Fast and frantic
- Great multiplayer
- Fun to play
- Highly original
- Can get too confusing
- Does get repetitive
- Cheesy music

**PAL Performance**

How does the UK version compare in terms of speed to the import cart?

**Borders:** None

**Speed:** No noticeable drop in speed

**Memory Options**

**MEMORY:** Not Used

**CONTROLLER PAK:** Saves game progress

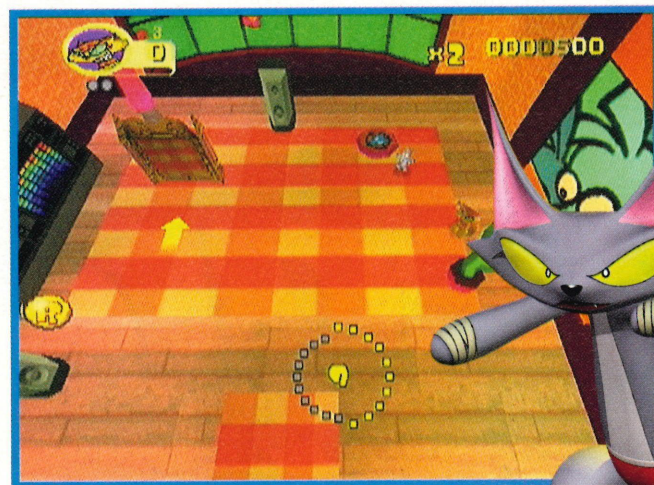




▼ On the museum levels security laser beams flash on and off. Get hit and you'll be fried – that goes for the rats too.



▼ After you've caught the required number of rats a doorway to the next level opens, you can still carry on rat killin' though.



## 2nd opinion

The gameplay is simple, the graphics are nice but nothing amazing... and yet *Rat Attack* is one of the most addictive games I've played in a long time! We go on sometimes about the 'old games being the best' but that's because gameplay always took precedence over aesthetics and that's exactly the case with this! **ROY KIMBER**

**Rating**



▲ On the haunted house levels the rodents turn into blood-sucking vampire bats who fly around the level fireballing you!

several rats tearing the room apart. You can hold as many rats as you need to in your eraticator but if you get hit by another rat before you manage to kill them then all, those you've caught are let loose again. Being a greedy cat doesn't always pay off!

Things get more complicated still when you throw in teleporters, rat multipliers, switches, fans, chests and even the odd cat-eating dog! Needless to say chaos reigns supreme in this game and you'll be throwing your pad down in frustration on some of the more fiendish levels. Especially when a rat multiplier pad conveniently happens to be situated in front of the hole that the

## Four Feline Friends

The most fun to be had in this game is in multiplayer. The one-player game is hectic enough but when you've got four people all trying to catch specific rats all hell really does break loose! Catch your own rats and scupper your opponent's chances of winning.



rats use to enter the room! One of the most amusing things about this game is the genetically modified rat. As if there weren't enough normal rats for you to worry about already, you also have to keep your eye out for these flying, undead and fireball throwing rodents! Thankfully, there are also different cats to choose from. Each cat has a different sized eraticator, and varying speed and strength attributes.

### Splinter

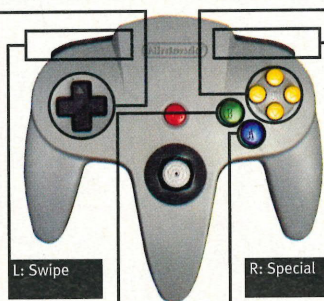
One of the major drawbacks to *Rat Attack* is that because so much is going on, the game can get a little too confusing. This all adds to the tension and excitement in the game but it would've been a bit better if you could alter the camera settings. When the camera is far out it can be difficult to judge your movements. On the other hand though, you can at least see the whole play area at once.

*Rat Attack* is the type of game which is great for a short sharp burst of mad fun. Extended play in single-player can get a little repetitive if played for hours on end but you'll never tire of the immensely fun multiplayer. A very intense game well worth getting – go catch some rats! ■

RAT ATTACK  
**UK UPDATE**

**64**  
MAGAZINE

**64 Bottom Line**  
MAGAZINE  
**Controls**



L: Swipe

B: Jump

R: Special

A: Eraticator

C Up: Toggle HUD • C Down: Not used • C Left: Toggle player indicator • C Right: Toggle fixed camera

D-Move cat

Z: Swipe

## Alternatives

*Bomberman 64*: Nintendo  
Reviewed: Issue 9, 80%  
*Robotron 64*: GT Interactive  
Reviewed: Issue 17, 79%

## Rating Graphics



## Audio



## Gameplay



## Challenge



## Overall



**82**

**Soundbite**  
Mad, intense and fun!





## Info

**PLAYERS**

**EXPANSION PAK**

**RUMBLE PAK**

Publisher:	THQ
Developer:	PLL
Game Type:	Shoot-'em-up
Origin:	UK
Release:	Out Now
Price:	£44.99

## PAL Performance

How does the UK version compare in terms of speed to the import cart?

**Borders:** Negligible

**Speed:** No noticeable drop in speed

# Nuclear

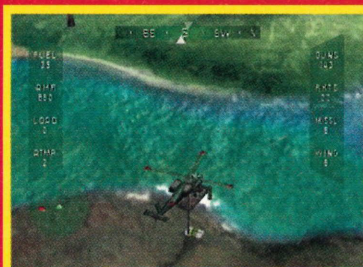
Let's strike again, like we did last decade!



▲ The explosions are pretty big with bits flying all over the place. Thankfully you don't need to dodge the scattering debris.

## Pick Me Ups!

In order to survive on the battlefield you need to search out extra items. Sometimes a surprise may be lurking underneath a building, so check everywhere to ensure that you have enough supplies to last through the mission. Here are pictures of some of the great items you can find...





**\$64,000  
Question**

- ⊕ Tough challenges
- ⊕ Realistic flight
- ⊕ Mega explosions
- ⊕ Nice range of vehicles
- ⊖ Gameplay a little dated

**Memory  
Options**

MEMORY:  
Not Used  
CONTROLLER PAK:  
Saves mission progress



**W**hen we at 64 MAGAZINE were young (some of us still are! – Roy) there were quite a few cutting-edge action combat games in the 'Strike' series. *Desert Strike* and *Jungle Strike* were both top sellers in the nineties and now THQ have added a new version of the EA classic for the N64. *Nuclear Strike 64* is very similar to the original games and has captured the classic gameplay while making a few modern additions to it.

Taking a top down view of the world, the game gives you control of a chopper (and later on a range of other attack vehicles) with which to complete your mission objectives. Apparently, an ex-CIA agent, Colonel LeMonde, has stolen a nuclear weapon and only the Strike team is capable of destroying the evil tyrant's army and returning the world to a state of peace. Each mission must be completed before details of your next sortie are announced and the objectives become steadily more complicated as you progress through the game.

**Strriiiiike!**

The map screen is used to display the location of your missions as well as providing a handy guide to where all the supplies and your Home Base are situated. By selecting an item to show on the map your on-screen compass directs you to the closest item, whether it's your mission objective or finding some extra



▲ Naja needs rescuing from her hideout in the hills. Place the shadow of your chopper over Naja and the winch lowers to pick her up.

fuel to keep your engines running. You need to use this screen a great deal and taking a good look at the enemy forces before starting your flight certainly helps you to avoid hot spots.

Your attack helicopter is fitted with some weak machine guns as its primary offensive device plus it has a few more powerful weapons for larger, more dangerous targets. The rockets are great for demolishing enemy buildings and the missiles can take out most enemy tanks with just one hit. Unfortunately, there are far more enemy units than you have ammunition for – so pick your targets carefully and concentrate on the mission at hand. If you do take the time to destroy all the buildings in the surrounding area, you often uncover a nice surprise but it's far better to leave them be and focus on your specific objectives.



▲ You have walked into a trap and all the surrounding buildings have enemy troops waiting inside!

# Strike 64

**Mean Machines!**

Not only do you get to control a helicopter but you can also take charge of a hovercraft and a Harrier Jump Jet. Each of these vehicles has different weapons, so choose the right vehicle for your mission





## Mapping It Out

The map is your main tool for locating your targets and for finding handy ammunition and fuel supplies. Select the item you wish to find and then head back to the game screen to find directions to the closest target.



▲ Using the shoulder buttons you can jink your chopper left and right to dodge incoming fire.



▲ To land you only need to position your chopper over the helipad. Once your vehicle is grounded, any passengers onboard get out.

## Badda Boom!

The overall control in the game is very good and you don't need to worry too much about flying your chopper as it automatically hovers over the ground and can't crash – until it's taken too much damage and spirals to the ground

**This game is a souped-up Strike classic... fun and challenging!**

in flames that is. You control the weaponry and must try to avoid taking too much damage or running out of fuel. If your craft gets shot down, you get another chance but the ammo and fuel is not restored and if you were low on gas then your situation could still be critical. Carefully saving your decent weapons for harder enemies and watching your supplies makes this a very challenging game that will keep you going for quite some time.

## Map's the way to do it!

Older gamers who remember the classic *Strike* series will recognise all the trademark features we became familiar with, though THQ have added a few innovations too. There are fifteen different vehicles to control throughout this game including different choppers, a Hovercraft and a Harrier Jump Jet, all of which have similar controls but different weapons and storage capacities. The game obviously looks a whole lot better and has full 3-D battlefields packed with enemy



▲ Once an enemy has been highlighted all your weapons attack that target. Lock on and then use the right weapon to drop these tanks quickly.

soldiers, vehicles and buildings. The game is fast throughout, no matter how many enemies there are on-screen attacking you, but that's about it. This game is a souped-up *Strike* classic, but it doesn't even start to push the N64's processing power.

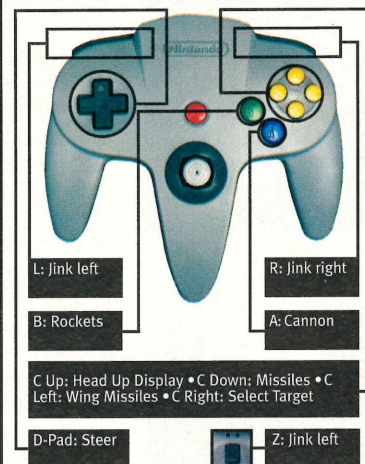
*Nuclear Strike 64* is not a bad game at all. It's fun,

challenging and brings back a whole load of memories, but it is definitely looking a little outdated. THQ have certainly made an effort to make the N64 version of *Nuclear Strike* the definitive one (it's much better than the PlayStation version) and have indeed succeeded in producing a quality game that runs incredibly smoothly. Unfortunately, having played the original titles what seems like a decade ago, the game does not seem to be that much better than the 16 bit Genesis games. Surely in over ten years a few more improvements could have been made than just a few extra craft to control?



▲ Taking out the bridges can be a very good move – it prevents ground troops and tanks from crossing rivers.

## 64 Bottom Line Controls



## Alternatives

*Chopper Attack*: GT Interactive  
Reviewed: 18, 70%  
*Command and Conquer*: Nintendo  
Reviewed: 30, 90%

## Rating

## Graphics



## Audio



## Gameplay



## Challenge



## Overall

**80**

## Soundbite

A classic game with a few modern additions!

## 2nd opinion

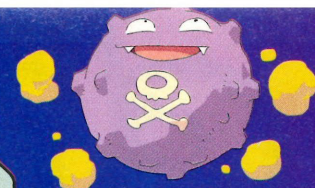
Okay, so it does look a little dated, but *Nuclear Strike* is still tremendous fun to play. When you compare the N64 version to the earlier PlayStation games in the series it's clearly more impressive and that's the way things should be when we get a late conversion of a game. Definitely worth a look – take it for a test flight! **ROY KIMBER**

## Rating





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# cheat central

Cheat Central only prints the very latest cheats and tips for the N64; if you want to check out older cheats, our sister magazine *64 Solutions* contains a regularly updated archive of top tips. Alternatively, you can go online and browse the database of cheats at <http://www.totalgames.net>

## XPLORER

THE ULTIMATE CHEAT CARTRIDGE

Sponsored by Xplorer 64 from Blaze

Cheat Central is now sponsored by Blaze and to celebrate this Blaze is giving away five of its fantastic Xplorer 64 cheat cartridges to 64 MAGAZINE readers every issue!

To enter, just answer this question:

**"What is the name of Roy's new kitten?"**

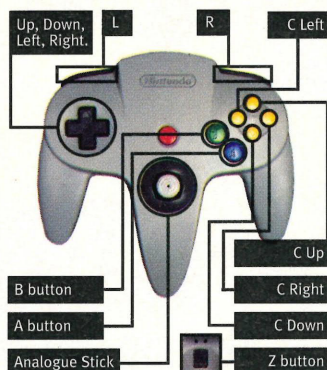
Send your answer to Xplorer (41) compo at the usual address, to arrive before 13 July 2000!

## KIRBY 64

Collect all of the crystals in the game and you will be able to access two new modes. These are 'Boss Battle' which allows you to fight all the game's level bosses and 'Movie Viewer' which allows you to play all the cut scenes.



## Pad at a glance



## SUPERMAN

If you're unfortunate enough to own a copy of this game then you're going to need all the help you can get!

### Cheat Mode

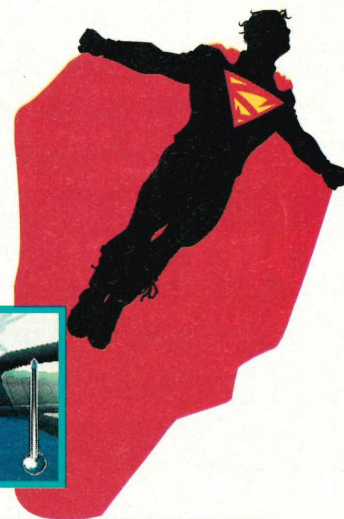
To activate the cheat mode go to the main menu screen and press C Up, C Left, C Down and then C Right. You'll hear, "This looks like a job for Superman" if you enter the code correctly. Then while playing pause the game and press the following buttons to access the required cheat:

#### CHEAT

Heat Vision  
Level Skip  
Refill Health  
Super-Breath  
Super-Speed and Flight  
Super-Strength

#### BUTTONS

R, L  
C Up, C Down  
Z, R  
Z, L  
R, Z  
L, Z



## KNOCKOUT KINGS 2000

If you can't take your punches like a man then why not enter a few cheats to give yourself an advantage?

### Codes

Pause the game and then enter the following cheat to give your boxer some silly proportions. If you want to deactivate them simply re-enter the code.

Big Boxer: C Up, C Down, C Up then C Up

Big Gloves: C Up, C Down, C Up, C Up then C Down

Big Head: C Left, C Right, C Left, C Left then C Right

### Health

If you're stuck for health in a fight, move

away from your opponent and keep rattling the Z button to regain some of your health bar. This also works if you hold down Z and continually rotate the analogue stick.

### Super Punch

When the glove in the top corner of the screen begins to flash press A, B and R at the same time and the direction you want to punch in. Your chosen character will then let off a super punch!

### Quick Training Points

To get some easy training points in career mode select Muhammad Ali. After every match go to training and then keep pressing C Up when next to the trainer.





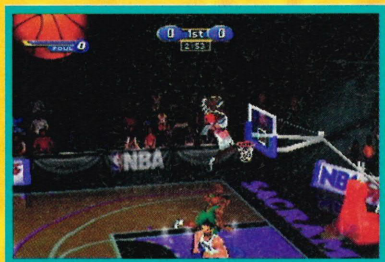
## NBA SHOWTIME: NBA ON NBC

Make sure your funk is slam dunkin' properly with this mix of bizarre and helpful cheats.

### Vs Screen Codes

If you press the Turbo, Shoot and Pass buttons on the 'Tonight's Match' screen you will notice that the symbols in the bottom corner of the screen change. Press the following buttons the corresponding number of times and then push the D-pad in the direction shown.

CHEAT	TURBO	SHOOT	PASS	DIRECTION
ABA ball	2	3	2	Right
Alternate uniform	4	3	0	Right
Away uniform	4	2	0	Right
Big head mode	2	0	0	Right
Home uniform	4	1	0	Right
Hotspots	1	0	0	Down
Midway uniform	4	0	1	Right
No hotspots	2	0	1	Up
No player arrows	3	2	1	Left
No replays	3	3	1	Left
No tip off	4	4	4	Up
Show shot %	0	0	1	Down
Small head mode	4	4	0	Left
Team uniform	4	0	1	Right
Tiny players	3	4	5	Left
Tournament mode	1	1	1	Down
Unlimited turbo	4	1	1	Up



### Hidden Characters

To play with some hidden characters enter the following names and PIN numbers on the load player screen:

CHARACTER	NAME	PIN
Alien (big)	BIGGY	0958
Alien (small)	SMALLS	0856
Isiah Thomas	THOMAS	1111
Chad Edmunds	CHAD	0958
Clown	CRISPER	2084
Greg Cutler	CUTLER	1111
Kerri	KERRI	0220
Kerri (alternate)	KERRI	1111
Lia	LIA	0712
Lia (alternate)	LIA	1111
Nikko The Dog	NIKKO	6666
Old Man	OLDMAN	2001

Pinto Horse	PINTO	1966
Pumpkin	JACKO	1031
Referee	THEREF	7777
Retro Rob	RETRO	1970
Shawn Liptak	LIPTAK	0114
Tim Kitzrow	TIMK	7785
White Horse	HORSE	1966
Willy Morris	WIL	0101
Wizard	THEWIZ	1136

### Hidden Courts

After you have selected your players hold down the following button combinations to open up one of the following hidden courts:

COURT	BUTTONS
Island	Right and Turbo
Midway	Up, Shoot and Pass

### NBC

Team 1  
Team 2  
Sweet

### Down, Shoot and Pass

Up and Turbo  
Down and Turbo  
Left and Turbo

### Team Mascots

To get your favourite team mascot as a playable character enter the following name and pin codes on the load player screen:

TEAM	NAME	PIN
Atlanta Hawks	HAWK	0322
Charlotte Hornets	HORNET	1105
Chicago Bulls	BENNY	0503
Denver Nuggets	ROCKY	0201
Houston Rockets	TURBO	1111
Indiana Pacers	BOOMER	0604
Minnesota Timberwolves	CRUNCH	0503
New Jersey Nets	SLY	6765
Phoenix Suns	GORILA	0314
Seattle Sonics	SASQUA	7785
Toronto Raptors	RAPTOR	1020
Utah Jazz	BEAR	1228

### Midway Players

To play as the game developers and Midway staff members enter the following name and pin codes on the load player screen:

STAFF MEMBER	NAME	PIN
Alex Gilliam	LEX	0014
Andy Eloff	ELOFF	2181
Beth Smukowski	BETHAN	1111
Brian LeBaron	CMSVID	0000
Dan Thompson	DANIEL	0604
Dave Grossman	DAVE	1104
Eugene Geer	EGEER	1105
Jason Skiles	JASON	3141
Jeff Johnson	JAPPLE	6660
Jennifer Hedrick 1	JENIFR	3333
Jennifer Hedrick 2	JENIFR	1111
Jim Gentile	GENTIL	1228
Jim Tianis	DIMI	0619
John Root	ROOT	6000
Jon Hey	JONHEY	8823
Larry Wotman	STRAT	2112
Paulo Garcia	PAULO	0517
Mark Guidarelli	GUIDO	6765
Mark Turmell	TURMEL	0332
Matt Gilmore	MATT G	1006
Mike Lynch	LYNCH	3333
Paul Martin	STENTR	0269
Rob Gatson	GATSON	1111
Sal DiVita	SAL	0201
Tim Bryant	TIMMYB	3314
Tim Moran	TIMCRP	6666

### Universal Monsters

To play as some classic B movie monsters enter the following name and pin codes on the load player screen:

CREATURE	NAME	PIN
Bride of Frankenstein	BRIDE	1935
Creature from the Black Lagoon	CREATR	1954
Frankenstein	FRANK	1931
Mummy	MUMMY	1932
Wolf Man	WOLFMN	1942



## NUCLEAR STRIKE



Enter these passwords to make sure you don't strike out in this apocalyptic war game.

PCPNL 50% more armour  
CPPLM Invulnerability  
BDGFK Quad damage

XPLORER 64  
THE ULTIMATE CHEAT CARTRIDGE

## XPLORER CODES

Whoever said cheats never prosper obviously didn't play videogames! Cheats are the ones who have the most fun, and there's no easier way of cheating than with an Xplorer 64 cartridge from Blaze! If you have one of these game-busting marvels then you can crack the fine games below with its help, and if you don't have one, why not enter the competition on page 66 and try to win one?

<http://www.x-plorer.co.uk>

## BEETLE ADVENTURE RACING

Unlock All Cars e8582249:5963  
Unlock All Tracks e8582245:5958  
Unlock All Difficulties e858224d:595b  
Unlock All Cheats eb685757:595a  
db5a2d55:5f5f  
MultiPlayer Codes eb5d5757:595a  
Unlock All Circuits db5a2d5e:5f5f

## BUCK BUMBLE

Unlimited Lives e0641528:59b6  
Infinite Health e863dc45:5963  
No Bonus Countdown e0641520:582a

## DONKEY KONG 64

Infinite Health c8d31ede:5956  
Infinite Ammo e8d31ed7:598c  
All Characters e8d31ed7:595a  
Infinite Crystal coconuts c8d31eda:57f0  
Infinite Camera Film e8d31edf:5955  
99 Coins for Donkey Kong 837fc896:0063  
99 Coins for Diddy Kong 837fc8f4:0063  
99 Coins for Tiny Kong 837fc9b0:0063  
99 Coins for Lanky Kong 837fc952:0063  
99 Coins for Chunky Kong 837fca0e:0063

## FORIAKEN

Infinite Bikes e85a5564:59bb  
Infinite Shield ed6a3a68:5959  
e86a3a68:596a  
Infinite Hull ed6a3a66:5959  
e86a3a66:5969

## JET FORGE GEMINI

Infinite Continues e8608b47:595c  
Juno Character codes  
All Weapons c876dd1d:004f  
Infinite Ammo cb735756:595a  
db7cd724:5e41  
Maximum Health e876dd06:599a  
Full Health when entering levels c876de70:504f  
All Keys  
Vela Character codes c876dd9a:004f  
All Weapons cb735756:595a  
Infinite Ammo db7cd7ae:5e41  
e876dd91:595e  
Maximum Health e876dd94:599a  
Full Health when entering levels c876dd6f:504f  
All Keys  
Lupus Character codes c876de86:004f  
All Weapons

Infinite Ammo cb735756:595a  
Special Code - Do Not Use db7cd88a:5e41  
Maximum Health e876de7d:595e  
Full Health when entering levels e876de80:599a  
All Keys c876deez:504f

## MARIO GOLF

Special Code - Do Not Use 2c0b1920:0000  
Unlimited Power Shots c86318f4:6688  
c86fcb50:6688  
Unlock All levels c8676242:6ae6  
All Characters c8627ef0:5956  
c8627eee:5958  
c8627ef4:5962  
c8627ef2:5964  
c8627ef8:595e  
c8627ef6:5955  
c8627efc:5957  
c8627e00:5963  
c8627ef8:595d

## RAYMAN 2

Infinite Health c86fca4:5970  
Infinite Oxygen c8639dd8:9ce8  
Open All Levels cb5a5756:595a  
db6d6e5e:4a49  
Have All Cages cb5b756:595a  
db6d6d4e:4a49  
Have All Yellow Lums cb8d5756:595a  
db6d6dd6:4a49  
cb645756:595a  
dc6d6e6a:4a49  
c8716078:595a

## ROGUE SQUADRON

Infinite Lives e8675d48:595b  
Infinite Shields e867d1b3:59ff  
c867d1b2:595a  
Infinite Missiles e8661d56:5958  
Unlock All Levels e8675e83:59d0

## SHADOW MAN

Infinite Bullets c85bae8e:596a  
Infinite Voodoo e85bae7e:594f  
e85bae7d:594f  
Infinite Air e85bae72:59f1  
Infinite Health c85bae6e:786a  
Infinite Shotgun Shells c85bae81:5962  
Have Calabash e8575f45:5663  
Have Flashlight e8575aa5:6363  
All Items 50001d20:0000  
e85759a5:5963

## STAR WARS: EPIHODE ONE RACER

Infinite Truguts c8651e6e:504f  
Always finish first e86873e3:5959  
All tracks c8651e60:504f  
c8651e5e:504f  
All Characters c8651e6c:59cd  
8651e6a:504f

## TUROK 2

Activate Cheat Menu c86869d4:504f  
c86869d2:504f

## WRESTLEMANIA 2000

Special Code - Do Not Use 2c0376e0:0000  
Dummy Code for Trainer e8965758:595a  
All Characters Available c85d44ae:504f

## NFL BLITZ 2000

Blitz the other teams off the field with these brand new codes.

## Cheat Codes

To activate any of these cheat codes you need to press the Turbo, Jump and Pass buttons to rotate through the symbols in the bottom corner of the Vs screen. Press each button the following number of times followed by the direction indicated on the D-pad to turn the cheat on.

CHEAT	TURBO	JUMP	PASS	DIRECTION
Always receiver	2	2	2	Right
Always quarterback	2	2	2	Left
Asphalt field	3	0	1	Up
Astroturf field	3	0	3	Up
Big football	0	5	0	Right
Big head mode	2	0	0	Right
Bigger head mode	0	4	0	Up
Big players	1	4	1	Right
Display field goal %	0	0	1	Down
Display punt meter	0	0	1	Right
Difficult CPU	3	1	4	Down
Extra power (blockers)	3	1	2	Left
Extra power (defense)	4	2	1	Up
Extra power (offense)	3	2	1	Up
Extra power (team)	2	3	3	Up
Fast turbo	0	3	2	Left
Grass field	3	0	0	Up
Hide receiver name	1	0	2	Right
Hyper blitz	5	5	5	Up
Infinite turbo	5	1	4	Up
Invisible players	4	3	3	Up
Invisible receiver	3	3	3	Left
Late hits	0	1	0	Up
Night game	0	2	2	Right
No boundaries	2	1	1	Left
No first downs	2	1	0	Up
No fumbles	4	3	2	Down
No heads	3	2	1	Left
No interceptions	3	4	4	Up
No punting	1	5	1	Up
Play book	1	0	0	Up
Small players	3	1	0	Right
Snowy field	3	0	4	Up
Stadium (City)	5	0	1	Left
Stadium (Day)	5	0	1	Down
Stadium (Dirt)	3	0	2	Up
Stadium (Future)	3	0	2	Left
Stadium (Night)	5	0	2	Down
Stadium (None)	5	0	0	Left
Stadium (Old Day)	5	0	1	Up
Stadium (Old Night)	5	0	2	Up
Stadium (Old Snow)	5	0	3	Up
Stadium (Roman)	5	0	3	Left
Stadium (Snow)	5	0	3	Down
Super blitz	0	4	5	Up
Super field goals	1	2	3	Left
Super passes	2	5	0	Left
Tournament Mode	1	1	1	Down
Weather (clear)	2	1	1	Left
Weather (fog)	0	3	0	Down
Weather (rain)	5	5	5	Right
Weather (snow)	5	2	5	Down
Weather (thick fog)	0	4	1	Down

## Coach Of The Year

When you first select a team press and hold down the C Up button to get Coach of the year.

## Hidden Players

To play with one of the following hidden players enter the corresponding name and code on the 'Enter Initials' screen:

NAME	CODE	Billz	0526	Josh	4288	Root	6000
Beth	7761	Brian	0818	Julia	1234	Ryan	1029
		Daniel	0604	Lt	7777	Todd	1122
		Dbn	6969	Luis	3333	Turmell	0322
		Ed	3246	Marka	1112	Sal	0201
		Gene	0310	Mike	3333	Shinok	8337
		Grinch	2220	Mitch	4393	Shun	0530
		Guido	6765	Monty	1836	Van	1234
		Japple	6660	Nico	4440	Zz	1221
		Jason	3141	Paula	0425	Skull	1111
		Jenifr	3333	Paulo	0517	Brain	1111
		Jimk	5651	Raiden	3691	Kevin	1234
		John	5158	Rog	8148	Dino	1111



## XENA: WARRIOR PRINCESS

Can't quite manage to defeat despair? You need to know all the characters special combos then:

### KEY

SK	Strong Kick
WK	Weak Kick
SP	Strong Punch
WP	Weak Punch

### MOVES

<b>Ares</b>	
Ring of fire	SP and SK
<b>Autolykus</b>	
Dropkick	Away, Towards and SK
<b>Caesar</b>	
Archers combo	Away, Towards and WP
<b>Callisto</b>	
Roundhouse	Away, Towards and SK
Spinning Slash	Away and SP, SP, SK, SP (x3), SK, WK
Multi-slash	WP (x2), SP (x3), SK, WK

<b>Despair</b>	
Blender	Crouch and FK (x2)
Homing Fire Snake	Away, Towards and SP and SK
<b>Ephiny</b>	
Super Cartwheel	Away, Towards and SK
<b>Gabrielle</b>	
Speed Bag combo	Away and WP, WP (x2), SP (x3)
<b>Velasca</b>	
Blast combo	Away and WP, SP, WK, SK, SP (x2)
<b>Xena</b>	
Big Swing combo	Away and WP, WP, SP, WP, SK (x3), SP
Flying kick	Away, Towards and SK



## FIGHTER'S DESTINY

Make sure you fulfill your destiny and look good doing it.

### Change Colours

To have a different coloured costume, hold down R after choosing your fighter until the match begins.

### Hidden Skill Gain

Once you have all the eight master skills under your belt go into the two-player battle and load up your and an opponents character. Defeat your opponent in win or lose mode to receive your ninth skill!

### Winning Pose

After winning a battle press either A or B rapidly to get your fighter to use a different winning pose.

### Ushi Hidden Move

To use the hidden daze move with Ushi simply tap the L button twice. Ushi will then pull out a jug of milk and hit his opponent!

### Secret Werewolf

To fight as a werewolf, select Pierre as your character and begin a game wearing his second costume. Now in play, press L rapidly until his nose explodes and he turns into a werewolf!

### Hidden Fighters

To open up the hidden fighters you need to complete certain tasks within the one-player game. Make sure you get Boro first before getting the rest.

FIGHTER	TASK
Boro	Finish the game on easy mode
Robert Robot	Finish fast mode in under one minute
Ushi The Cow	Survive in rodeo mode for one minute
Joker	Defeat all one hundred characters in survival mode
Master	Finish master challenge mode

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<b>B</b>	A Bug's Life	<b>F</b>	Armored	<b>P</b>	Tarzan
<b>C</b>	Army Men Series	<b>G</b>	FIFA 99, 98 & 64	<b>Q</b>	Tony Hawk's
<b>D</b>	Banjo Kazooie	<b>H</b>	F Zero X	<b>R</b>	Top Gear Rally 1 & 2
<b>E</b>	Blast Corps	<b>I</b>	Goldeneye	<b>S</b>	Turok 1 & 2
<b>F</b>	Body Harvest	<b>J</b>	Goldeneye	<b>V</b>	Turok Rage Wars
<b>G</b>	Castlevania	<b>K</b>	Hybrid Heaven	<b>W</b>	Vigilante 8
<b>H</b>	Castlevania: L of D	<b>L</b>	Int. Super. Soccer	<b>X</b>	Vigilante 8 2nd Off.
<b>I</b>	C & C 64	<b>M</b>	ISS 98	<b>Y</b>	V Rally 99
<b>J</b>	Cyber Tiger	<b>N</b>	Jet Force Gemini	<b>Z</b>	WCW Mayhem
<b>K</b>	Destr. Derby 64	<b>O</b>	Killer Instinct Gold		WCW Vs NWO Rev
<b>L</b>	Diddy Kong Racing	<b>P</b>	Lego Racers		World Cup 98
<b>M</b>	Donkey Kong 64	<b>Q</b>	Mario 64		WWF Attitude
<b>N</b>	Doom 64	<b>R</b>	Mario Karts		WWF War Zone
<b>O</b>	Duke Nukem 64	<b>S</b>	Shadowman		WWF Wrestlemania
<b>P</b>	Duke Nukem: ZH	<b>T</b>	Shadow of Empire		Xena Warrior Pcess
<b>Q</b>	ECW Hardcore	<b>V</b>	Snowboard Kids		Zelda
<b>R</b>		<b>W</b>	South Park		
<b>S</b>		<b>X</b>	Star Fox		
<b>T</b>		<b>Y</b>	Star Wars: Racer		
<b>V</b>		<b>Z</b>	S.W. Rogue Squad		
<b>W</b>			Super Mario		
<b>X</b>			Super Smash Bros		
<b>Y</b>					
<b>Z</b>					

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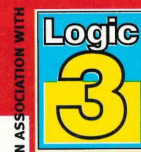
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# 64 ScoreZone

MAGAZINE



68

**Take your place on the paper podium that is... ScoreZone!**

**E**veryone has gone video happy this month! In fact only one person sent in photographic evidence – the rest were all recorded on VHS. The winner of the Ultimate Player accolade this issue is John Lambregts from the Netherlands who sent in a tape full of scores for different games. Most impressive of all however are the amazingly high *Tetrisphere* and *Donkey Kong Arcade* scores. John must've played *Donkey Kong* quite a lot as a kid, either that or he's a monkey master! Whichever is the case, congratulations John, your steering wheel is on its way to you now!

## ENTER THE ZONE!

Follow these easy steps to achieve entry to the 64 MAGAZINE annals of fame:

- Get a top score or time on an N64 game – without cheating!
- Use a camera or a video to record your time.

- List all your scores on a sheet of paper along with your name and address.

- Send the proof of your prowess to:

**64 ScoreZone  
64 MAGAZINE  
Paragon House  
St Peters Road  
Bournemouth BH1 2JS**

- Include an SAE if you want your photos/videos back.

## New Games Needed!

With *Goldeneye*, *1080 Snowboarding* and *Mario Kart 64* pretty much at their high-scoring peak, ScoreZone is in need of some new games! We want to see some scores coming in on as many new titles as possible, plus we'd like to see some new names appearing to challenge our regulars. So get going on games like *Mario Party 2*, *BattleZone: Global Assault*, *Quake 2*, *Jet Force Gemini*, *Donkey Kong*, *Tony Hawk's*, *Hydro Thunder*, *Asteroids* and *Ridge Racer*. Step up if you think you're hard enough – ScoreZone needs you!

### Legend Of Zelda

#### BIGGEST FISH

24 Pounds Harris Shackleton, Halifax  
24 Pounds Matthew Thompson, Cookham  
24 Pounds Gareth Haynes, Droitwich  
23 Pounds Leigh Maddox, Cheshunt  
23 Pounds David Park, Hebburn

#### MARATHON RACE

1:02 Philip Longhurst, Sudbury  
1:02 David Ryan, Derby  
1:04 Karl Jobst, Australia  
1:03 Mark Nicol, Western Australia  
1:06 Matthys ten Ham, The Netherlands

#### HORSE RACE

0:46 Mark Nicol, Western Australia

0:46 Michael Tokarz, New South Wales  
0:46 David Ryan, Derby  
0:47 Matthys ten Ham, The Netherlands  
0:47 Philip Longhurst, Sudbury

#### HORSEBACK ARCHERY

2000 points Mark Nicol, Western Australia  
2000 points Matthys ten Ham, The Netherlands  
2000 points Christopher Ryan, Derby  
2000 points David Ryan, Derby  
2000 points Jan-Erik Spangberg, Sweden

#### GRAVEYARD RACE

0:53 David Ryan, Derby  
0:56 Darren Harris, Birmingham  
0:58 Tammy Harris, Birmingham

### WWF Warzone

#### FASTEST WIN

0:24 Jon Burrows, Queensland

0:40

Karl Jobst, Australia

### Mario 64

2088 coins Ingvar Gunnarsson, Iceland  
2072 coins Adam Scott, Rugby

2066 coins Natasha Svetlana, Russia  
2052 coins Dave Sewell, Bromley

### F-Zero X

#### MUTE CITY

1:14:764 Richard Dunn, New Leake  
1:16:229 James Eyre, Leicester  
1:18:608 John Brennan, Bicester  
1:18:578 Richard Mardell, Highambury  
1:21:344 Darren Harris, Birmingham

#### SILENCE

1:05:357 Richard Dunn, New Leake  
1:05:537 James Eyre, Leicester  
1:10:741 Darren Harris, Birmingham  
1:11:828 Jeffrey Van Der Aa, The Netherlands  
1:12:263 James Eyre, Donington Le Heath

#### SAND OCEAN

1:04:023 James Eyre, Leicester  
1:04:106 Richard Dunn, New Leake  
1:08:518 John Brennan, Bicester  
1:10:130 Darren Harris, Birmingham  
1:16:836 Jeffrey Van Der Aa, The Netherlands

#### DEVIL'S FOREST

1:11:783 James Eyre, Leicester  
1:12:321 Richard Dunn, New Leake  
1:18:305 John Brennan, Bicester  
1:19:718 Richard Mardell, Highambury  
1:23:068 Jeffrey Van Der Aa, The Netherlands

#### BIG BLUE

1:22:983 Richard Dunn, New Leake  
1:29:318 John Brennan, Bicester  
1:29:682 James Eyre, Leicester  
1:38:084 Darren Harris, Birmingham  
1:38:695 Ned Pendleton, Brackley

#### PORT TOWN

1:21:596 James Eyre, Leicester  
1:26:553 Richard Dunn, New Leake  
1:27:346 John Brennan, Bicester  
1:31:721 Darren Harris, Birmingham  
1:35:030 Richard Mardell, Highambury

#### SECTOR ALPHA

1:10:266 James Eyre, Leicester  
1:11:875 Richard Dunn, New Leake  
1:15:561 John Brennan, Bicester  
1:17:621 Darren Harris, Birmingham  
1:18:265 Richard Mardell, Highambury

#### RED CANYON

1:12:354 James Eyre, Leicester  
1:13:313 Richard Dunn, New Leake  
1:18:100 John Brennan, Bicester  
1:18:361 John Lambregts, Holland  
1:19:134 Darren Harris, Birmingham

#### DEVIL'S FOREST 2

1:15:319 Richard Dunn, New Leake  
1:16:154 James Eyre, Leicester  
1:19:348 John Brennan, Bicester  
1:24:653 John Lambregts, Holland  
1:25:348 Darren Harris, Birmingham

#### MUTE CITY 2

1:06:181 James Eyre, Leicester  
1:06:274 Richard Dunn, New Leake  
1:14:024 Richard Mardell, Highambury  
1:15:544 Darren Harris, Birmingham  
1:15:398 John Brennan, Bicester

#### BIG BLUE 2

0:58:775 James Eyre, Leicester  
1:03:132 Richard Dunn, New Leake  
1:07:024 Jeffrey Van Der Aa, The Netherlands  
1:07:047 John Brennan, Bicester  
1:07:939 Darren Harris, Birmingham

#### WHITE LAND

1:25:408 James Eyre, Leicester  
1:26:437 Richard Dunn, New Leake  
1:32:414 John Brennan, Bicester  
1:38:426 John Lambregts, Holland  
1:41:502 Jeffrey Van Der Aa, The Netherlands

#### FIRE FIELD

1:12:820 Richard Dunn, New Leake  
1:16:227 James Eyre, Leicester  
1:18:032 John Brennan, Bicester  
1:23:500 John Lambregts, Holland  
1:25:173 Valter Lindgren, Sweden

#### SILENCE 2

1:21:164 James Eyre, Leicester  
1:29:615 Richard Dunn, New Leake  
1:35:995 John Brennan, Bicester  
1:38:376 Darren Harris, Birmingham  
1:41:278 Jeffrey Van Der Aa, The Netherlands

#### SECTOR BETA

1:31:773 Richard Dunn, New Leake  
1:38:776 James Eyre, Leicester  
1:39:107 John Brennan, Bicester  
1:47:797 Darren Harris, Birmingham  
1:49:100 John Lambregts, Holland

#### RED CANYON 2

1:26:126 James Eyre, Leicester  
1:26:876 Richard Dunn, New Leake  
1:36:998 John Brennan, Bicester  
1:43:256 Darren Harris, Birmingham  
1:47:876 Jeffrey Van Der Aa, The Netherlands

#### WHITE LAND 2

1:07:148 Richard Dunn, New Leake  
1:08:807 James Eyre, Leicester  
1:12:474 John Brennan, Bicester  
1:13:996 Darren Harris, Birmingham  
1:15:553 Jeffrey Van Der Aa, The Netherlands

#### MUTE CITY 3

1:28:805 Richard Dunn, New Leake  
1:37:551 James Eyre, Leicester  
1:43:646 John Brennan, Bicester  
1:48:158 John Lambregts, Holland  
1:48:496 Darren Harris, Birmingham

#### RAINBOW ROAD

1:30:122 Ned Pendleton, Brackley  
1:57:525 Richard Dunn, New Leake  
2:00:721 James Eyre, Leicester  
2:05:518 John Brennan, Bicester  
2:13:944 Darren Harris, Birmingham

#### DEVIL'S FOREST 3

1:09:674 James Eyre, Leicester  
1:14:348 Richard Dunn, New Leake  
1:19:894 Richard Mardell, Highambury  
1:20:186 Darren Harris, Birmingham  
1:20:437 John Brennan, Bicester

#### SPACE PLANT

1:48:750 Richard Dunn, New Leake  
1:56:911 James Eyre, Leicester  
1:57:356 John Brennan, Bicester  
2:11:955 John Lambregts, Holland  
2:12:010 Valter Lindgren, Sweden

#### SAND OCEAN 2

1:28:940 James Eyre, Leicester  
1:31:967 Richard Dunn, New Leake  
1:36:747 John Brennan, Bicester  
1:43:039 James Eyre, Donington Le Heath  
1:44:200 Jeffrey Van Der Aa, The Netherlands

#### PORT TOWN 2

1:33:005 James Eyre, Leicester  
1:46:127 Richard Dunn, New Leake  
1:47:396 Jon Quarrie, Stapleford  
1:54:087 Darren Harris, Birmingham  
1:54:904 John Brennan, Bicester

#### BIG HAND

2:09:511 Richard Dunn, New Leake  
2:11:073 James Eyre, Leicester  
2:17:050 John Brennan, Bicester  
2:32:031 John Lambregts, Holland  
2:33:121 Neil Friedman, Whitefield

#### DEATH RACE MODE

0:21:643 Magnus Smith, Burra Isle  
0:27:692 Richard Dunn, New Leake  
0:43:025 Kevin Olding, Musciffeld  
0:46:962 Neil Friedman, Whitefield  
0:58:20 Nick Newton, Roath

### Yoshi's Story

37500 Anthony Hooley, Breaston  
37424 Danny Dunn, New Leake  
35998 Richard Dunn, Boston

35460 Bonny Qvistoff, Copenhagen  
34956 David Park, Hebburn  
34954 Neil James, Boston



## Banjo-Kazooie

### SPIRAL MOUNTAIN

0:02:17 Jon Burrows, Queensland  
0:02:25 Niall Hickey, County Waterford  
0:02:44 Darren Harris, Birmingham  
0:02:58 Michael Iloski, Australia  
0:03:31 Christopher Iloski, Australia

### MUMBO'S MOUNTAIN

0:04:44 Jon Burrows, Queensland  
0:05:28 Kevin Seeneey, Bury St Edmunds  
0:06:30 Danny Dunn, New Leake  
0:06:40 Jan-Erik Spangberg, Sweden  
0:08:17 Niall Hickey, County Waterford

### TREASURE TROVE COVE

0:08:29 Jon Burrows, Queensland  
0:10:50 Jan-Erik Spangberg, Sweden  
0:11:06 Richard Dunn, Boston  
0:12:01 Niall Hickey, County Waterford  
0:12:03 Darren Harris, Birmingham

### MAD MONSTER MANSION

0:14:15 Jan-Erik Spangberg, Sweden  
0:15:48 Kevin Seeneey, Bury St Edmunds  
0:18:16 Niall Hickey, County Waterford  
0:26:09 Ingvar Gunnarsson, Iceland

### BUBBLELOOP SWAMP

0:15:02 Kevin Seeneey, Bury St Edmunds  
0:15:19 Jan-Erik Spangberg, Sweden  
0:18:07 Niall Hickey, County Waterford  
0:19:26 Darren Harris, Birmingham  
0:21:01 Richard Dunn, Boston

### CLANKERS CAVERN

0:08:31 Jon Burrows, Queensland

0:08:47 Kevin Seeneey, Bury St Edmunds  
0:09:16 Jan-Erik Spangberg, Sweden  
0:11:36 Niall Hickey, County Waterford

### CLICK CLOCK WOOD

0:32:25 Jan-Erik Spangberg, Sweden  
0:42:05 Niall Hickey, County Waterford  
0:43:46 Kevin Seeneey, Bury St Edmunds

### RUSTY BUCKET BAY

0:13:30 Kevin Seeneey, Bury St Edmunds  
0:16:14 Jan-Erik Spangberg, Sweden  
0:16:47 Niall Hickey, County Waterford  
0:28:38 Ingvar Gunnarsson, Iceland

### FREEZEZY PEAK

0:13:34 Kevin Seeneey, Bury St Edmunds  
0:13:53 Jan-Erik Spangberg, Sweden  
0:15:25 Jan-Erik Spangberg, Sweden  
0:19:40 Richard Dunn, Boston  
0:19:42 Darren Harris, Birmingham

### GOBI'S VALLEY

0:12:44 Jan-Erik Spangberg, Sweden  
0:14:44 Kevin Seeneey, Bury St Edmunds  
0:15:58 Jan-Erik Spangberg, Sweden  
0:16:44 Niall Hickey, County Waterford  
0:20:17 Darren Harris, Birmingham

### 100 JIGGIES, 900 NOTES

2:46:17 Kevin Seeneey, Bury St Edmunds  
2:53:54 Jan-Erik Spangberg, Sweden  
3:38:52 Mark Nicol, Western Australia  
4:46:00 Ingvar Gunnarsson, Iceland  
4:51:22 John Dick, Uddingeston  
4:59:31 Martin Hurley, St Helens  
5:01:04 Andy Murray, Bournemouth

## Micro Machines 64 Turbo

### THE MAIN COURSE

00:13:00 James Eyre, Leicester  
00:15:28 Jeffrey Van Der Aa, The Netherlands  
00:15:45 Chris Cox, Cambridge  
00:16:62 Ned Pendleton, Brackley

### LOVE TRIANGLE

00:29:89 James Eyre, Leicester  
00:39:17 Jeffrey Van Der Aa, The Netherlands  
00:40:02 Ned Pendleton, Brackley  
00:40:30 Chris Cox, Cambridge

### BEWARE OF THE DOG

00:25:34 James Eyre, Leicester  
00:35:29 Jeffrey Van Der Aa, The Netherlands  
00:35:86 Ned Pendleton, Brackley

### CRASH AND FERN

00:20:61 James Eyre, Leicester  
00:21:22 Jeffrey Van Der Aa, The Netherlands  
00:22:06 Ned Pendleton, Brackley

### DESTRUCTION DIRTBOX

00:21:22 James Eyre, Leicester  
00:29:48 Jeffrey Van Der Aa, The Netherlands  
00:30:01 Ned Pendleton, Brackley

### BRAKE-FAST BENDS

00:33:28 James Eyre, Leicester  
00:33:36 Jeffrey Van Der Aa, The Netherlands  
00:33:76 Ned Pendleton, Brackley

### CALCULATOR RISK

00:18:84 James Eyre, Leicester  
00:23:19 Jeffrey Van Der Aa, The Netherlands  
00:25:97 Ned Pendleton, Brackley

### WIPEUP

00:22:47 James Eyre, Leicester  
00:34:25 Jeffrey Van Der Aa, The Netherlands  
00:36:67 Ned Pendleton, Brackley

### TANKS ALOT

00:19:48 James Eyre, Leicester  
00:27:10 Jeffrey Van Der Aa, The Netherlands  
00:27:67 Ned Pendleton, Brackley

### BAGUETTE BALANCE

00:19:93 James Eyre, Leicester  
00:22:07 Jeffrey Van Der Aa, The Netherlands  
00:22:71 Ned Pendleton, Brackley  
00:23:00 Chris Cox, Cambridge

### TRUCKER'S LUCK

00:17:71 James Eyre, Leicester  
00:22:95 Jeffrey Van Der Aa, The Netherlands  
00:24:32 Ned Pendleton, Brackley

### BIKINI BLAZER

00:18:19 James Eyre, Leicester  
00:23:11 Jeffrey Van Der Aa, The Netherlands  
00:25:05 Ned Pendleton, Brackley

### PEBBLE DASH

00:18:96 James Eyre, Leicester  
00:24:93 Jeffrey Van Der Aa, The Netherlands  
00:25:70 Ned Pendleton, Brackley

### BEACHED BUGGIES

00:11:09 James Eyre, Leicester  
00:19:68 Chris Cox, Cambridge  
00:21:66 Ned Pendleton, Brackley  
00:22:59 Jeffrey Van Der Aa, The Netherlands

### RIGHT ON CUE

00:18:55 James Eyre, Leicester  
00:19:29 Jeffrey Van Der Aa, The Netherlands  
00:19:53 Chris Cox, Cambridge  
00:19:85 Ned Pendleton, Brackley

### RACK 'N ROLL

00:38:80 James Eyre, Leicester  
00:47:36 Jeffrey Van Der Aa, The Netherlands  
00:47:97 Chris Cox, Cambridge  
00:48:41 Ned Pendleton, Brackley

### PULLING POWER

00:35:97 James Eyre, Leicester  
00:39:29 Jeffrey Van Der Aa, The Netherlands  
00:39:58 Ned Pendleton, Brackley

### STINKY SINKS

00:14:57 James Eyre, Leicester  
00:17:35 Jeffrey Van Der Aa, The Netherlands  
00:22:31 Ned Pendleton, Brackley

### SAND BLASTER

00:16:62 James Eyre, Leicester  
00:34:65 Jeffrey Van Der Aa, The Netherlands  
00:35:42 Ned Pendleton, Brackley

### SWERVE SHOT

00:06:29 James Eyre, Leicester  
00:06:85 Chris Cox, Cambridge  
00:11:86 Jeffrey Van Der Aa, The Netherlands  
00:12:03 Ned Pendleton, Brackley  
00:12:11 Achilles Zanettis, Kenton

### BREAKFAST AT CHERRY'S

00:15:17 James Eyre, Leicester  
00:21:95 Jeffrey Van Der Aa, The Netherlands  
00:23:64 Chris Cox, Cambridge  
00:24:12 Ned Pendleton, Brackley

### DESTRUCTION DIRTBOX

00:30:01 Ned Pendleton, Brackley

### FORMULA X

00:17:87 James Eyre, Leicester  
00:27:82 Jeffrey Van Der Aa, The Netherlands  
00:31:18 Ned Pendleton, Brackley

### LEARNING CURVES

00:21:98 James Eyre, Leicester  
00:27:03 Jeffrey Van Der Aa, The Netherlands  
00:34:17 Ned Pendleton, Brackley

### CHEMICAL WARFARE

00:16:49 James Eyre, Leicester  
00:26:99 Jeffrey Van Der Aa, The Netherlands

### CHEESY JUMPS

00:08:47 James Eyre, Leicester  
00:14:12 Jeffrey Van Der Aa, The Netherlands

### CEREAL KILLER

00:42:43 James Eyre, Leicester  
00:43:48 Jeffrey Van Der Aa, The Netherlands

## Wave Race

### SUNNY BEACH

0:55:388 David Ryan, Derby  
0:57:863 Adam Tucker, Great Yarmouth  
0:58:142 James Eyre, Leicester  
0:59:296 Luke Sutton, South Australia  
1:00:782 Alan Dundas, Arbroath

### SUNSET BAY

1:00:029 David Ryan, Derby  
1:00:144 Adam Tucker, Great Yarmouth  
1:03:207 Luke Sutton, South Australia  
1:03:925 Alan Dundas, Arbroath  
1:09:152 Gavin Deadman, Biggin Hill

### DRAKE LAKE

0:57:965 David Ryan, Derby  
1:06:908 Adam Tucker, Great Yarmouth  
1:09:305 Alan Dundas, Arbroath  
1:12:527 Gavin Deadman, Biggin Hill  
1:12:902 Ross McKinstry, Arbroath

### GLACIER COAST

1:19:448 David Ryan, Derby  
1:19:943 Adam Tucker, Great Yarmouth  
1:29:522 Alan Dundas, Arbroath  
1:36:655 Douglas Bonnes, East Kilbride  
1:39:393 Charles Nuttall, Oldham  
1:44:127 Martin Hurley, St Helens

### PORT BLUE

1:23:733 David Ryan, Derby  
1:24:704 Adam Tucker, Great Yarmouth  
1:29:903 Charles Nuttall, Oldham  
1:30:304 Mick Smith, Worcester  
1:38:255 Ruaidhri Dunn, Enfield

### SOUTHERN ISLAND

1:00:106 David Ryan, Derby  
1:05:837 Adam Tucker, Great Yarmouth  
1:12:716 James Eyre, Leicester  
1:13:497 Luke Sutton, South Australia  
1:14:864 Darren Harris, Birmingham  
1:17:721 Gavin Deadman, Biggin Hill

### TWILIGHT CITY

1:28:483 David Ryan, Derby  
1:44:321 Adam Tucker, Great Yarmouth  
1:46:449 Gavin Deadman, Biggin Hill  
1:47:538 Ruaidhri Dunn, Enfield  
1:48:406 Simon Blakeney, Basingstoke

### MARINE FORTRESS

1:35:165 David Ryan, Derby  
1:38:853 Adam Tucker, Great Yarmouth  
1:27:710 James Eyre, Leicester  
1:27:854 Ruaidhri Dunn, Enfield  
1:30:372 Gavin Deadman, Biggin Hill

## Tetrisphere

### RESCUE

259549700 Joel Smith, Springwood, Australia  
14592800 Jay Scott, Fort William  
107614300 John Lambregts, The Netherlands  
82047300 Gavin Brennan, Claremorris  
78621700 Barbet Koolmees, The Hague, Holland  
78621658 Barbet Koolmees, The Hague, Holland  
78621620 Barbet Koolmees, The Hague, Holland

NAME	SCORE
JAN	913 530 800
JAN	189 122 800
JAN	155 587 000
JAN #2	153 185 800
JAN #2	93 208 300

## WWF Warzone

### FASTEST WIN

0:24 Jon Burrows, Queensland  
0:40 Karl Jobst, Australia

## Jet Force Gemini

### JEFF AND BARRY RACING TRACK 1

27:80 Anthony Hooley, Breaston  
32:08 Darren Harris, Birmingham

### JEFF AND BARRY RACING TRACK 2

39:88 Anthony Hooley, Breaston  
44:04 Darren Harris, Birmingham

## World Driver Championship

### ROME B

01:43:04 Bjorn Bern, Wolverhampton

## Beetle Adventure Racing

### COVENTRY COVE

4:42:98 Martin Van Duuren, Holland  
4:43:70 Matthys ten Ham, The Netherlands  
4:48:61 Jan-Erik Spangberg, Sweden  
4:50:26 Paul Nicholls, Coventry  
4:50:01 Robert Parker, Cambridge

### MOUNT MAYHEM

4:45:85 Matthys ten Ham, The Netherlands  
4:47:65 Martin Van Duuren, Holland  
4:50:03 Jan-Erik Spangberg, Sweden  
4:53:52 Paul Nicholls, Coventry  
4:54:69 Andrew Stanger, Wyton

### INFERNO ISLE

6:29:06 Martin Van Duuren, Holland  
6:33:09 Jan-Erik Spangberg, Sweden  
6:36:24 Matthys ten Ham, The Netherlands  
7:00:95 Robert Parker, Cambridge  
7:01:69 Andrew Stanger, Wyton

### SUNSET SANDS

5:11:50 Matthys ten Ham, The Netherlands  
5:14:26 Martin Van Duuren, Holland  
5:43:17 Robert Parker, Cambridge  
5:50:66 Andrew Stanger, Wyton  
6:00:96 Jan-Erik Spangberg, Sweden

### METRO MADNESS

5:43:46 Martin Van Duuren, Holland  
5:50:98 Matthys ten Ham, The Netherlands  
6:12:53 Jan-Erik Spangberg, Sweden  
6:19:76 John Brennan, Bicester  
6:25:48 Andrew Stanger, Wyton

### WICKED WOODS

3:42:02 Jan-Erik Spangberg, Sweden  
3:54:11 Matthys ten Ham, The Netherlands  
3:56:50 Martin Van Duuren, Holland  
4:12:46 Paul Nicholls, Coventry  
4:14:42 Andrew Stanger, Wyton

## Chameleon Twist

### JUNGLE LAND

03:11 Luke Sutton, South Australia  
03:15 Robert Gallagher, Southampton

### ANT LAND

09:27 Robert Gallagher, Southampton  
09:45 Cath Davies, Wigan



## Goldeneye

<b>FACILITY - 00 LEVEL!</b>		2:38	Danny Dunn, New Leake
0:48	David Ryan, Derby	2:38	Arif Mollah, Rochdale
0:51	Arif Mollah, Rochdale		
0:55	Jon Burrows, Queensland		
0:56	Richard Dunn, New Leake		
0:57	Ben Kitchin, Australia		
<b>BYELOMORVE DAM</b>			
0:52	David and Christopher Ryan, Derby		
0:53	Arif Mollah, Rochdale		
0:53	James Eyre, Leicester		
0:53	Jon Payne, Derby		
0:53	Timothy Darling, Kent		
<b>FACILITY</b>			
0:39	David Ryan, Derby		
0:40	Jon Burrows, Queensland		
0:44	Luke Sutton, South Australia		
0:45	Richard Dunn, New Leake		
0:45	Arif Mollah, Rochdale		
0:51	James Eyre, Leicester		
<b>RUNWAY</b>			
0:23	Jon Burrows, Queensland		
0:24	Karl Jobst, Australia		
0:24	Michael Williams, Exeter		
0:24	David Ryan, Derby		
0:25	Matthys ten Ham, The Netherlands		
<b>SURFACE 1</b>			
0:57	Jon Burrows, Queensland		
1:01	Magnus Smith, Burra Isle		
1:02	David Ryan, Derby		
1:04	Arif Mollah, Rochdale		
1:06	Luke Sutton, South Australia		
<b>BUNKER 1</b>			
0:17	David Ryan, Derby		
0:19	Jon Burrows, Queensland		
0:19	Chris Stuart, Peterhead		
0:19	Arif Mollah, Rochdale		
0:19	Karl Jobst, Australia		
<b>LAUNCH SILO</b>			
1:02	David Ryan, Derby		
1:06	Arif Mollah, Rochdale		
1:06	James Eyre, Leicester		
1:08	Ben Kitchin, Australia		
1:09	Luke Sutton, South Australia		
<b>FRIGATE</b>			
0:24	Jon Burrows, Queensland		
0:25	Magnus Smith, Burra Isle		
0:31	Karl Jobst, Australia		
0:31	Matthys ten Ham, The Netherlands		
0:32	Stephen Hill, Maidstone		
<b>SURFACE 2</b>			
0:54	Jon Burrows, Queensland		
0:56	Karl Jobst, Australia		
0:57	Danny Dunn, New Leake		
0:57	Sam Doyle, Glossop		
0:57	Matthys ten Ham, The Netherlands		
<b>BUNKER 2</b>			
0:20	David Ryan, Derby		
0:22	Arif Mollah, Rochdale		
0:23	Luke Sutton, South Australia		
0:24	Christopher Ryan, Derby		
0:25	Jon Burrows, Queensland		
<b>STATUE PARK</b>			
2:30	Jon Burrows, Queensland		
2:33	Karl Jobst, Australia		
2:37	Matthys ten Ham, The Netherlands		
2:38	Danny Dunn, New Leake		
2:38	Arif Mollah, Rochdale		
<b>MILITARY ARCHIVES</b>			
0:16	David Ryan, Derby		
0:16	Jon Burrows, Queensland		
0:17	Chris Stuart, Peterhead		
0:17	Arif Mollah, Rochdale		
0:17	Christopher Ryan, Derby		
<b>STREETS</b>			
1:12	Jon Burrows, Queensland		
1:14	Danny Dunn, New Leake		
1:16	Karl Jobst, Australia		
1:17	Matthys ten Ham, The Netherlands		
1:17	Andrew Joules, Weston-Super-Mare		
<b>DEPOT</b>			
0:22	David Ryan, Derby		
0:22	Jon Burrows, Queensland		
0:23	Chris Stuart, Peterhead		
0:23	Arif Mollah, Rochdale		
0:23	Luke Sutton, South Australia		
<b>TRAIN</b>			
1:04	Arif Mollah, Rochdale		
1:21	Jon Burrows, Queensland		
1:25	Luke Sutton, South Australia		
1:25	James Eyre, Leicester		
1:26	Matthys ten Ham, The Netherlands		
<b>JUNGLE</b>			
1:05	Jon Burrows, Queensland		
1:06	Karl Jobst, Australia		
1:07	Matthys ten Ham, The Netherlands		
1:07	Arif Mollah, Rochdale		
1:10	Richard Dunn, New Leake		
<b>CONTROL CENTRE</b>			
3:40	Jon Burrows, Queensland		
3:43	James Eyre, Leicester		
3:51	Arif Mollah, Rochdale		
3:52	Richard Dunn, New Leake		
4:20	Karl Jobst, Australia		
<b>WATER CAVERNS</b>			
1:04	David Ryan, Derby		
1:05	Jon Burrows, Queensland		
1:06	Matthys ten Ham, The Netherlands		
1:06	Arif Mollah, Rochdale		
1:07	Karl Jobst, Australia		
<b>CRADLE</b>			
0:40	Jon Burrows, Queensland		
0:42	Matthys ten Ham, The Netherlands		
0:45	Karl Jobst, Australia		
0:46	Stephen Hill, Maidstone		
0:46	Arif Mollah, Rochdale		
<b>AZTEC COMPLEX</b>			
1:08	David Ryan, Derby		
1:10	Chris Stuart, Peterhead		
1:16	Jon Burrows, Queensland		
1:18	Arif Mollah, Rochdale		
1:18	James Eyre, Leicester		
<b>EGYPTIAN TEMPLE</b>			
0:49	David Ryan, Derby		
0:50	Jon Burrows, Queensland		
0:54	Arif Mollah, Rochdale		
0:55	Karl Jobst, Australia		
0:55	Matthys ten Ham, The Netherlands		

## Mario Party

<b>SHY GUY FLY</b>		0:26:86	Tammy Harris, Birmingham
0:09:28	Darren Harris, Birmingham	0:27:60	John Lambregts, Holland
0:09:72	Daniel Hooley, Breaston		
0:09:72	Ian Kirk, Nottingham		
0:09:12	Rachael Verel, Fulwood		
<b>SLOT CAR DERBY 1</b>		0:34:03	Darren Harris, Birmingham
0:25:13	Darren Harris, Birmingham	0:34:20	Anthony Hooley, Breaston
		0:35:40	Craig Bartlett, Bournemouth
		0:36:45	Steve Hewitt, Manchester

## Shadows Of The Empire

<b>BATTLE OF HOTH</b>		0:01:41	Magnus Smith, Burra Isle
0:02:07	Matthew Stevenson, Bournemouth	0:02:49	Matthew Stevenson, Bournemouth
0:02:46	Magnus Smith, Burra Isle	0:04:26	Hans Labefer, The Netherlands
0:02:52	John Brennan, Bicester		
0:03:15	Karl Jobst, Australia		
0:04:27	Hans Labefer, The Netherlands		
<b>ESCAPE FROM ECHO BASE</b>		0:01:20	Magnus Smith, Burra Isle
0:01:36	Magnus Smith, Burra Isle	0:01:55	John Brennan, Bicester
0:01:58	Jason Lloyd Parsons, Anglesey	0:03:13	Hans Labefer, The Netherlands
0:03:28	John Brennan, Bicester		
0:03:52	Matthew Stevenson, Bournemouth		
<b>THE ASTEROID FIELD</b>		0:04:15	Jason Lloyd Parsons, Anglesey
0:03:16	Matthew Stevenson, Bournemouth	0:05:00	Magnus Smith, Burra Isle
0:03:38	John Brennan, Bicester	0:05:54	John Brennan, Bicester
0:04:00	John Lambregts, The Netherlands	0:07:50	Hans Labefer, The Netherlands
0:04:19	Sebastian Pantrey, Goudhurst		
0:04:27	John Dick, Uddington		
0:04:45	Martin Hurley, St Helens		

## Diddy Kong Racing

<b>ANCIENT LAKE</b>		00:32:21	Stacy Needham, Bicester
00:37:11	Keith Boiston, Felling	00:42:03	Adam Charlton, Buckden
00:42:10	Rob Pierce, Salisbury	00:42:54	Stephen Henderson, Upminster
<b>FOSSIL CANYON</b>		00:58:26	Stacy Needham, Bicester
01:04:03	Keith Boiston, Felling	01:04:62	James Eyre, Leicester
01:05:00	Adam Charlton, Buckden	01:10:00	Arthur van Dalen, Netherlands
00:41:51	Stacy Needham, Bicester	00:41:53	Adam Charlton, Buckden
00:42:60	Keith Boiston, Felling	00:45:66	Arthur van Dalen, Netherlands
00:47:13	Richard Dunn, Boston		
<b>JUNGLE FALLS</b>		00:44:20	Keith Boiston, Felling
00:44:75	Adam Charlton, Buckden	00:47:71	Arthur van Dalen, Netherlands
00:49:06	Richard Dunn, Boston	00:49:31	Thomas Ferrari, Norfolk
<b>TREASURE CAVES</b>		00:53:01	Keith Boiston, Felling
00:56:75	James Eyre, Leicestershire	00:57:06	Rob Pierce, Salisbury
00:59:63	Danny Dunn, New Leake	01:02:11	Raymond Burton, Stockbridge
<b>WHALE BAY</b>		01:01:23	Keith Boiston, Felling
01:04:36	Rob Pierce, Salisbury	01:05:73	Jan-Erik Spangberg, Sweden
01:11:35	Jon Quarrie, Stapleford	01:11:85	Darren Harris, Birmingham
<b>PIRATE LAGOON</b>		01:33:18	Keith Boiston, Felling
01:35:45	Adam Charlton, Buckden	01:45:93	Richard Dunn, Boston
01:47:56	Darren Harris, Birmingham	01:49:36	Jan-Erik Spangberg, Sweden
<b>CRESCENT ISLAND</b>		01:07:45	Keith Boiston, Felling
01:11:40	Adam Charlton, Buckden	01:14:31	Richard Dunn, Boston
01:17:43	Jan-Erik Spangberg, Sweden	01:21:31	Kevin Seeneey, Bury St Edmunds
<b>HOT TOP VOLCANO</b>		00:58:20	Stacy Needham, Bicester
01:00:43	Keith Boiston, Felling	01:10:35	James Eyre, Leicester
01:15:75	Richard Dunn, Boston	01:17:93	Rob Pierce, Salisbury
<b>GREENWOOD VILLAGE</b>		1:16:26	Stacy Needham, Bicester
1:22:01	Jan-Erik Spangberg, Sweden	1:22:73	Kevin Seeneey, Bury St Edmunds
1:23:25	Richard Dunn, New Leake	1:27:24	James Eyre, Leicester
<b>HAUNTED WOODS</b>		00:48:36	Stacy Needham, Bicester
00:51:26	Keith Boiston, Felling	00:52:76	Richard Dunn, New Leake
00:54:05	Kevin Seeneey, Bury St Edmunds	00:54:26	Darren Harris, Birmingham
<b>FROSTY VILLAGE</b>		01:10:96	Stacy Needham, Bicester
01:19:01	Rob Pierce, Salisbury	01:20:60	Richard Dunn, New Leake
01:21:86	Kevin Seeneey, Bury St Edmunds	01:27:20	Darren Harris, Birmingham
<b>EVERFROST PEAK</b>		01:19:88	James Eyre, Leicester
01:25:26	Richard Dunn, New Leake	01:28:11	Darren Harris, Birmingham
01:28:16	Tammy Harris, Birmingham	01:30:91	Kevin Seeneey, Bury St Edmunds
<b>SNOWBALL VALLEY</b>		00:44:10	Stacy Needham, Bicester
00:53:40	Richard Dunn, New Leake	00:54:70	Jan-Erik Spangberg, Sweden
00:55:10	James Eyre, Leicester	00:56:05	Darren Harris, Birmingham
<b>BOULDER CANYON</b>		01:25:48	Keith Boiston, Felling
01:33:36	Rob Pierce, Salisbury	01:33:81	Danny Dunn, New Leake
01:34:11	James Eyre, Leicester	01:36:30	Kevin Seeneey, Bury St Edmunds
<b>WALRUS COVE</b>		01:29:31	Keith Boiston, Felling
01:30:73	Adam Charlton, Buckden	01:32:15	Jeffrey Van Der Aa, The Netherlands
01:40:95	Richard Dunn, Boston	01:41:55	Jan-Erik Spangberg, Sweden
<b>SPACEDUST ALLEY</b>		01:25:05	Stacy Needham, Bicester
01:28:83	James Eyre, Leicester	01:34:51	Danny Dunn, New Leake
01:34:63	Keith Boiston, Felling	01:44:61	Arthur van Dalen, Netherlands
01:47:51	Kevin Seeneey, Bury St Edmunds		
<b>DARKMOON CAVERNS</b>		01:39:13	Keith Boiston, Felling
01:46:41	Adam Charlton, Buckden	01:49:03	Richard Dunn, Boston
01:55:43	Kevin Seeneey, Bury St Edmunds	01:57:71	Jan-Erik Spangberg, Sweden
<b>SPACEPORT ALPHA</b>		01:32:00	Stacy Needham, Bicester
01:32:31	Keith Boiston, Felling	01:41:51	James Eyre, Leicester
01:44:35	Kevin Seeneey, Bury St Edmunds	01:46:60	Danny Dunn, New Leake
01:46:23	Rob Pierce, Salisbury		
<b>STAR CITY</b>		01:14:20	Stacy Needham, Bicester
01:29:36	Kevin Seeneey, Bury St Edmunds	01:30:45	Rob Pierce, Salisbury
01:30:90	Richard Dunn, Boston	01:31:26	Darren Harris, Birmingham

## Turok

<b>TRAINING LEVEL</b>		2:20	Richard Dunn, New Leake
2:12	Michael Williams, Exeter	2:23	Fiaz Farrelly, Zimbabwe
2:17	Mikhael Farrelly, Zimbabwe	2:33	Ben Webster, Millbridge

## Snowboard Kids

<b>ROOKIE MOUNTAIN</b>		0:26:43	Rob Pierce, Salisbury
0:26:56	Kevin Seeneey, Bury St Edmunds	0:26:60	Chris Dawson, New South Wales
0:26:63	Kenneth Dundas, Arbroath	0:26:90	Philip Longhurst, Sudbury
<b>BIG SNOWMAN</b>		1:37:23	Kevin Seeneey, Bury St Edmunds
1:37:43	Rob Pierce, Salisbury	1:38:56	Philip Longhurst, Sudbury
1:39:30	Jay Scott, Fort William	1:41:26	David Dennison, Welwyn Garden City
<b>SUNSET ROCK</b>		1:36:80	Philip Longhurst, Sudbury
1:35:23	Kevin Seeneey, Bury St Edmunds	1:37:63	Jay Scott, Fort William
1:38:50	Rob Pierce, Salisbury	1:40:56	John Brennan, Bicester
<b>NIGHT HIGHWAY</b>		1:29:36	Kevin Seeneey, Bury St Edmunds
1:31:43	John Lambregts, The Netherlands	1:31:20	Chris Dawson, New South Wales
1:31:60	Rob Pierce, Salisbury	1:32:66	Kenneth Dundas, Arbroath
<b>GRASS VALLEY</b>		1:41:63	Kevin Seeneey, Bury St Edmunds
1:42:26	Rob Pierce, Salisbury	1:42:43	Chris Dawson, New South Wales
1:44:86	Kenneth Dundas, Arbroath	1:45:43	John Lambregts, The Netherlands
<b>DIZZY LAND</b>		1:35:76	John Lambregts, The Netherlands
1:35:83	Kevin Seeneey, Bury St Edmunds	1:36:43	Rob Pierce, Salisbury
1:36:83	Philip Longhurst, Sudbury	1:37:33	Jay Scott, Fort William
<b>QUICKSAND VALLEY</b>		01:34:30	Kevin Seeneey, Bury St Edmunds
01:35:83	John Lambregts, The Netherlands	01:36:66	Chris Dawson, New South Wales
01:37:10	Rob Pierce, Salisbury	01:37:83	Kenneth Dundas, Arbroath
<b>SILVER MOUNTAIN</b>		01:45:33	John Lambregts, The Netherlands
01:45:63	Kevin Seeneey, Bury St Edmunds	01:46:16	Philip Longhurst, Sudbury
01:46:63	Jan-Erik Spangberg, Sweden	01:46:86	Kenneth Dundas, Arbroath
<b>NINJA LAND</b>		0:22:93	John Lambregts, The Netherlands
0:23:06	Rob Pierce, Salisbury	0:23:73	Philip Longhurst, Sudbury
0:23:93	Kevin Seeneey, Bury St Edmunds	0:24:50	Kenneth Dundas, Arbroath
<b>ANIMAL LAND TRICK SCORE</b>		5520	Robert Gallagher, Southampton
4684	Kevin Seeneey, Bury St Edmunds	4352	Joe Young, Bickerton
2780	Mike Hutton, Kingswear	2704	Mike Brea, Wiral



## Mario Kart 64

### LUIGI RACEWAY

00:36:91 Arif Mollah, Rochdale  
00:43:73 Adam Tucker, Great Yarmouth  
00:48:24 Jon Burrows, Queensland  
00:48:42 Caroline Fawcett, North Horncastle  
00:49:64 Richard Dunn, New Leake

### MOO MOO FARM

01:15:77 Jeffery Van der Aa, Netherlands  
01:16:55 James Eyre, Leicester  
01:18:74 Arif Mollah, Rochdale  
01:19:26 Adam Tucker, Great Yarmouth  
01:20:51 James Allsopp, Alveston

### KOOPA TROOPA BEACH

01:20:86 Jeffery Van der Aa, Netherlands  
01:23:17 James Eyre, Leicester  
01:24:04 Adam Tucker, Great Yarmouth  
01:24:48 Arif Mollah, Rochdale  
01:27:81 Alan Dundas, Arbroath

### FRAPPE SNOWLAND

00:25:33 Arif Mollah, Rochdale  
00:25:34 Arthur van Dalen, Netherlands  
00:27:45 Alan Pierce, Salisbury  
00:27:72 Rob Pierce, Salisbury  
00:29:57 Danny Dunn, New Leake

### MARIO RACEWAY

00:18:80 Arif Mollah, Rochdale  
00:27:79 Adam Tucker, Great Yarmouth  
00:49:38 David Park, Hebburn  
00:51:47 Caroline Fawcett, North Horncastle  
00:53:62 Jon Burrows, Queensland

### WARIO STADIUM

00:18:32 Jeffery Van der Aa, Netherlands  
00:18:84 Arif Mollah, Rochdale  
00:19:68 Aaron Norris, Western Australia  
00:21:22 Richard Dunn, New Leake  
00:22:03 Rob Pierce, Salisbury  
00:22:17 Danny Dunn, New Leake

### CHOCO MOUNTAIN

0:46:08 Jeffery Van der Aa, Netherlands  
0:57:96 James Eyre, Leicester  
1:00:56 Richard Dunn, New Leake  
1:02:98 Arif Mollah, Rochdale  
1:12:04 Adam Tucker, Great Yarmouth

### ROYAL RACEWAY

01:19:75 Jeffery Van der Aa, Netherlands  
01:24:49 Arif Mollah, Rochdale  
01:27:43 Adam Tucker, Great Yarmouth  
01:47:73 Jon Burrows, Queensland  
01:55:76 James Eyre, Leicester

### KALAMARI DESERT

00:50:70 Jeffery Van der Aa, Netherlands  
01:01:43 Arif Mollah, Rochdale  
01:09:01 Adam Tucker, Great Yarmouth  
01:20:65 James Eyre, Leicester  
01:23:84 Jon Burrows, Queensland

### YOSHI VALLEY

00:34:83 Stacy Needham, Bicester  
00:34:88 Aaron Norris, Western Australia  
00:35:19 Danny Dunn, New Leake  
00:37:64 Arif Mollah, Rochdale  
01:00:94 Jeffery Van der Aa, Netherlands

### RAINBOW ROAD

04:04:92 Adam Tucker, Great Yarmouth  
04:04:70 Arif Mollah, Rochdale  
04:07:89 Jamie Eccles, California  
04:15:95 Alan Dundas, Arbroath  
04:18:57 Charles Nuttall, Oldham

### BANSHEE BOARDWALK

00:52:31 Jeffery Van der Aa, Netherlands  
00:58:76 Jon Burrows, Queensland  
01:20:52 Adam Tucker, Great Yarmouth  
01:47:28 Arthur Van Dalen, The Netherlands  
01:53:66 James Eyre, Leicester

### DONKEY KONG'S JUNGLE PARKWAY

00:28:81 Arif Mollah, Rochdale  
00:29:03 Aaron Norris, Western Australia  
00:31:28 Jeffery Van der Aa, Netherlands  
00:31:94 Danny Dunn, New Leake  
00:35:01 Rob Pierce, Salisbury

### SHERBET LAND

01:35:89 Jon Burrows, Queensland  
01:41:19 Adam Tucker, Great Yarmouth  
01:43:24 James Eyre, Leicester  
01:44:20 Arif Mollah, Rochdale  
01:51:69 James Eyre, Donington Le Heath  
01:53:24 Alan Dundas, Arbroath

### BOWSER'S CASTLE

01:12:59 Jeffery Van der Aa, Netherlands  
01:20:90 Adam Tucker, Great Yarmouth  
01:58:95 Jon Burrows, Queensland  
02:02:79 James Eyre, Leicester  
02:03:39 Arif Mollah, Rochdale

### TOAD'S TURNPIKE

01:35:52 Jeffery Van der Aa, Netherlands  
01:43:33 Arif Mollah, Rochdale  
01:45:53 Jon Burrows, Queensland  
01:46:27 Adam Tucker, Great Yarmouth  
01:46:63 James Allsopp, Alveston

## Star Wars: Rogue Squadron

### AMBUSH AT MOS EISLEY

00:35 Richard Dunn, New Leake  
00:45 Arif Mollah, Rochdale  
00:56 Jan-Erik Spangberg, Sweden  
00:57 Darren Harris, Birmingham  
01:01 Ben Webster, Millbridge

### RENDEZOUS ON BARKHESH

05:10 Paul Nicholls, Coventry  
05:13 Darren Harris, Birmingham  
05:19 Richard Dunn, New Leake  
05:19 John Brennan, Bicester  
05:19 Karl Jobst, Australia

### THE SEARCH FOR THE NONNAH

03:29 Arif Mollah, Rochdale  
03:31 Richard Dunn, New Leake  
04:08 Karl Jobst, Australia  
04:11 Darren Harris, Birmingham  
04:30 John Brennan, Bicester

### THE JADE MOON

01:02 Richard Dunn, New Leake  
01:15 Jan-Erik Spangberg, Sweden  
01:17 Darren Harris, Birmingham  
01:18 Arif Mollah, Rochdale  
01:36 Paul Nicholls, Coventry

### DEFECTION AT CORELLIA

07:29 Jan-Erik Spangberg, Sweden  
07:50 Karl Jobst, Australia  
08:10 Arif Mollah, Rochdale  
09:02 Chris Handley, Notts  
09:09 John Brennan, Bicester

### THE LIBERATION OF GERRARD V

04:04 Arif Mollah, Rochdale  
04:04 Richard Dunn, New Leake  
04:04 Jan-Erik Spangberg, Sweden  
04:20 Karl Jobst, Australia

### IMPERIAL CONSTRUCTION YARDS

01:51 Richard Dunn, New Leake  
02:03 Karl Jobst, Australia  
02:12 Arif Mollah, Rochdale  
02:22 Philip Munt, Surrey  
02:27 John Brennan, Bicester

### ASSAULT ON KILE II

01:55 Richard Dunn, New Leake  
02:39 Arif Mollah, Rochdale  
05:17 Karl Jobst, Australia  
05:55 Ian Lawlor, Churwell

### RESCUE ON KESSEL

0:24 Richard Dunn, New Leake  
0:24 Jan-Erik Spangberg, Sweden  
0:26 Karl Jobst, Australia  
0:34 John Brennan, Bicester

### PRISONS OF KESSEL

07:36 Richard Dunn, New Leake  
08:31 Darren Harris, Birmingham  
08:47 Arif Mollah, Rochdale  
09:01 John Brennan, Bicester  
9:28 Karl Jobst, Australia

### BATTLE ABOVE TALORAAN

01:58 Arif Mollah, Rochdale  
02:02 Danny Dunn, New Leake  
02:24 Jan-Erik Spangberg, Sweden  
03:03 Darren Harris, Birmingham  
03:47 Ian Lawlor, Churwell

### ESCAPE FROM FEST

05:29 Arif Mollah, Rochdale  
05:29 Karl Jobst, Australia  
06:21 John Brennan, Bicester

### BLOCKADE ON CHANDRILA

04:48 Ian Lawlor, Churwell  
05:04 Karl Jobst, Australia  
05:05 Darren Harris, Birmingham  
05:10 Arif Mollah, Rochdale  
05:11 John Brennan, Bicester

### RAID ON SULLUST

01:25 Arif Mollah, Rochdale  
01:43 Richard Dunn, New Leake  
01:55 Darren Harris, Birmingham  
02:54 Ian Lawlor, Churwell

### MOFF SEERDON'S REVENGE

04:01 Arif Mollah, Rochdale  
04:08 John Brennan, Bicester  
05:50 Paul Nicholls, Coventry  
06:00 Karl Jobst, Australia

### THE BATTLE OF CALAMARI

02:37 Richard Dunn, New Leake  
03:07 Jan-Erik Spangberg, Sweden  
03:11 Arif Mollah, Rochdale  
03:20 Darren Harris, Birmingham  
05:07 Karl Jobst, Australia

### BATTLE OF HOTH

02:49 Jan-Erik Spangberg, Sweden  
03:11 Karl Jobst, Australia  
03:16 Arif Mollah, Rochdale  
03:18 Danny Dunn, New Leake

### THE DEATHSTAR TRENCH RUN

01:54 Richard Dunn, New Leake  
01:56 Jan-Erik Spangberg, Sweden  
01:58 Ben Webster, Millbridge  
01:58 Arif Mollah, Rochdale  
02:00 Karl Jobst, Australia

## Fighter's Destiny

### RECORD ATTACK: FASTEST

0:18:12 Darren Harris, Birmingham  
0:20:60 Gavin Deadman, Biggin Hill  
0:20:91 Ben Atkinson, Newcastle-Upon-Tyne  
0:23:64 Mark Hughes, Birmingham  
0:33:82 Jan-Erik Spangberg, Sweden

### RECORD ATTACK: RODEO

7:44:55 James Eyre, Leicester  
6:58:30 Nicholas Davies, Longfield  
5:26:35 Jon Quarrie, Stapleford  
2:55:24 Paul Culshaw, Welwyn Garden City  
2:18:74 Keith Cooper, Edgbaston

### RECORD ATTACK: SURVIVAL

229 wins Russell Murray, Bournemouth  
101 wins Gavin Deadman, Biggin Hill  
100 wins James Eyre, Leicester  
100 wins Darren Harris, Birmingham  
93 wins Nicholas Davies, Longfield

## Quake 17

### CENTRAL COMPLEX

1:45 Darren Harris, Birmingham  
1:51 Alexander Cook, Leeds  
1:58 Thomas Munn, Leicester

### COMMUNICATIONS CENTRE

0:47 Darren Harris, Birmingham  
0:58 Thomas Munn, Leicester  
0:59 Alexander Cook, Leeds

### INTELLIGENCE CENTRE

1:33 Darren Harris, Birmingham  
1:37 Alexander Cook, Leeds  
1:40 Thomas Munn, Leicester

### STROGG OUTPOST

0:33 Darren Harris, Birmingham  
0:40 Alexander Cook, Leeds  
0:45 Thomas Munn, Leicester

## Donkey Kong 64

### RAMBI ARENA

216 Sean Matthews, Paisley  
212 Kris Christopher, Maestey  
202 James Eyre, Leicester  
182 Anthony Hooley, Breaston  
174 Jeffery Van der Aa, Netherlands

### ENGUARDE ARENA

365 Sean Matthews, Paisley  
250 Anthony Hooley, Breaston  
215 Jeffery Van der Aa, Netherlands  
165 Iain Stronach, Norway

### JETPAC ARCADE GAME

66190 James Eyre, Leicester  
655360 Jeffery Van der Aa, Netherlands  
31060 Anthony Hooley, Breaston



### DONKEY KONG ARCADE GAME

30600 John Lambregts, Holland  
30500 James Eyre, Leicester  
19100 Jeffery Van der Aa, Netherlands

## Blast Corps

### DIAMOND SANDS

1:58:10 Mark Nicol, Western Australia  
2:53:36 Luke Sutton, Australia

### OYSTER HARBOUR

2:55:55 Mark Nicol, Western Australia  
3:26:15 Luke Sutton, South Australia

### SIMIAN ACRES

0:14:55 Mark Nicol, Western Australia  
0:26:55 Luke Sutton, South Australia

### MOON

2:23:10 Mark Nicol, Western Australia

### VENUS

2:12:15 Luke Sutton, Australia

# SCOREZONE CHALLENGE

This challenge should need no introduction at all! A certain game containing a Miss Joanna Dark is finally on the shelves and we want to see what you've got. Like Goldeneye we are restricting the times to those on the easiest difficulty setting (Agent), so what are you waiting for – lock and load!

## THE ULTIMATE PLAYER!

There can be only one! Well, only one a month anyway. Every issue the ScoreZone gaming champion who picks up the coveted accolade of Ultimate Player, wins themselves a rather spiffy Top Drive 3-in-1 Steering Wheel from Logic 3! This cool piece of kit is compatible with your N64 (obviously) but also works with the PlayStation and the now antique Sega Saturn, so it's perfect for anyone flirting with more than one format.

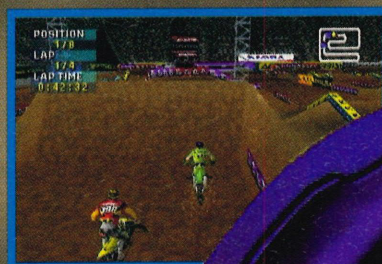


Any readers not quite adept enough to make Ultimate Player can get the Top Drive wheel for £44.99 from Logic 3 on (0208) 902 2211!



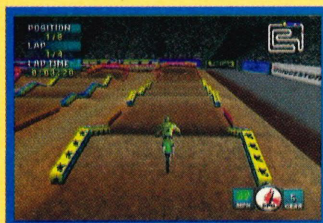
On the muddy fast moving tracks of Jeremy McGrath Supercross 2000, anything can happen. To ensure success and to become as good as the dirt biking god himself, look no further than this fully mapped guide.

# Jeremy McGrath Supercross 2000



## Jumps

Perfecting the art of tackling jumps can make the difference between winning and losing, as this game isn't exactly brimming with flat tarmac tracks! Timing jumps is one of the most important things you can learn in the game. After you've raced a particular track a few times, you can figure out pretty much where you're going to land and what effect travelling at different speeds has. There's no point going flat out over every jump just for the sake of getting air – especially if there's a corner straight after it! Try to avoid hitting barriers and the spines of other ramps as you land. If you do find yourself going a little astray you can always push down on the stick as you go off the jump to bring the bike back down to the ground faster. Alternately, if you do want lots of air to clear rumble strips or anything else, simply pull back on the stick as you go off the ramps.



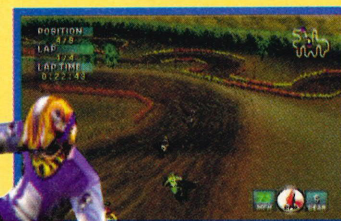
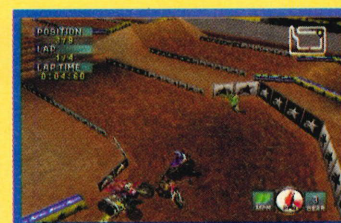


## Cornering

The key to winning any race is getting your bike around the corner in the most time-efficient way possible. If you've got the skill and the nerve then there is little need for the brake! The best thing to do is to release the accelerator slightly before the corner and then turn early, putting the power back on as you move out of the corner. Letting up on the power in this way will force the back end of your bike out as you accelerate again, allowing you to slide around the corner with ease. On corners where you find yourself riding the barriers use the brake to slow yourself down slightly, then accelerate again as you turn. Whatever you do, don't put the brake on whilst turning, it will slow you down too much! It also helps to push forward on the stick as you turn, as this shifts all the weight onto the wheel that's turning.

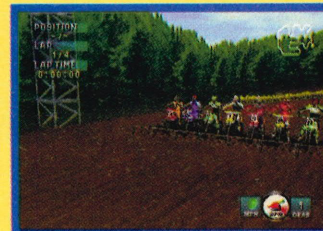
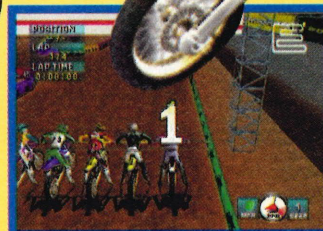
## Lights, Camera and...

Before you start tearing up the tracks on each race, it's a good idea to switch the camera view to overhead. This may not be as impressive or as fast moving as the lower camera angles but it makes controlling your bike a hell of a lot easier. With the camera up here you can see a lot further into the distance and can plan your attack on each corner way before you reach them.



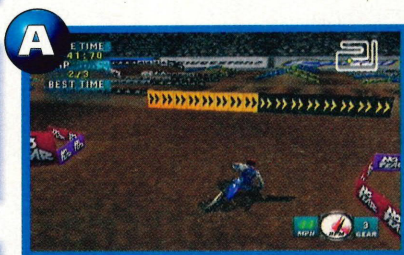
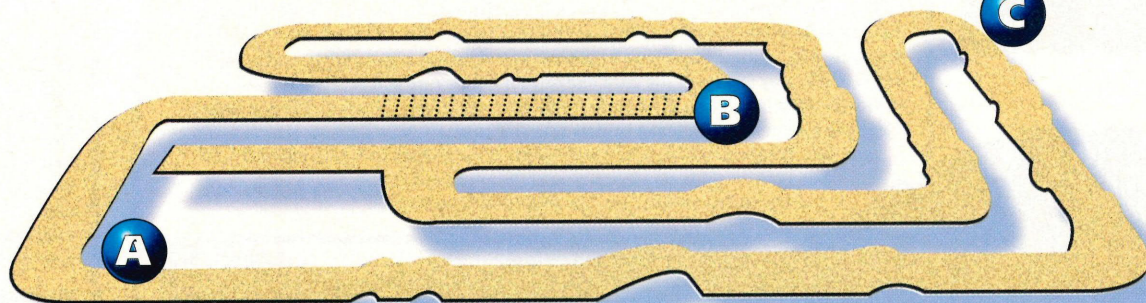
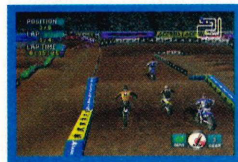
## Fast Start

Races can be a little crowded at the start, to say the least, so it's a good idea to get as big a lead as you can. If you find yourself competing against ten other bikes on the first corner, you can pretty much guarantee things will turn very nasty! The worst thing you can do is hold the accelerator down from the start – do this and you can sit back and watch the others disappear. To get the best start, keep the rev counter on the green line and anticipate the starter's orders.

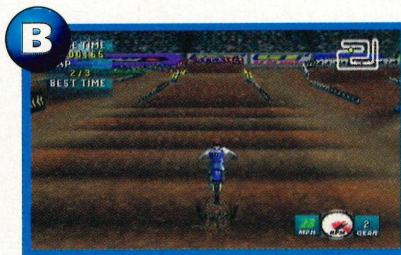




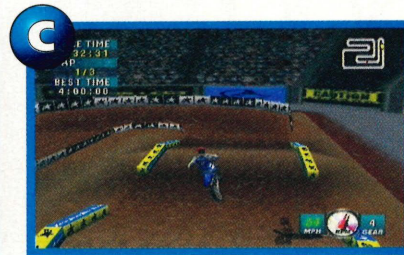
## Indoor - Atlanta



After you've completed the first lap, this corner gets added into the equation, so silly as it sounds, make sure you turn right here! The last thing you want is to end up heading back towards the start line. Just make sure you pay attention to the arrows.

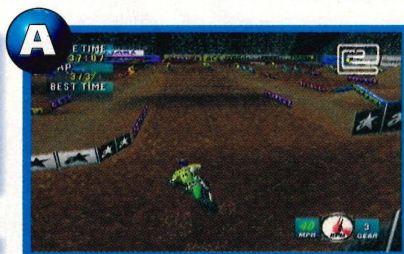
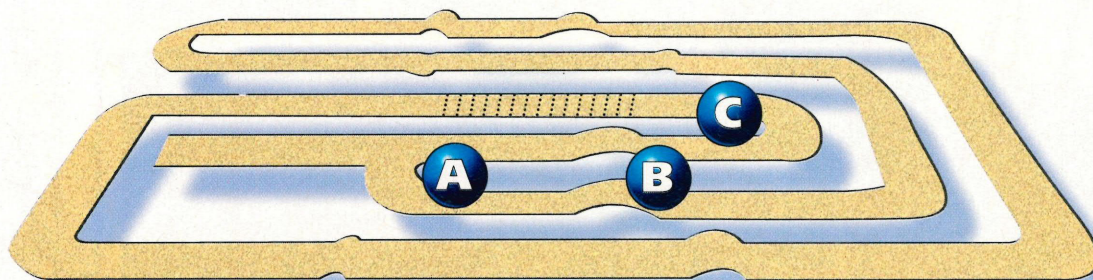
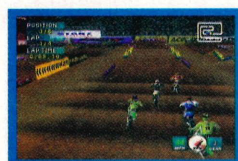


As you start to near the end of this long row of rumble strips, let up on the throttle a little and use the last few bumps to slow your bike down. This saves unnecessary use of the brake on the corner. Put the power on again as you start to turn.

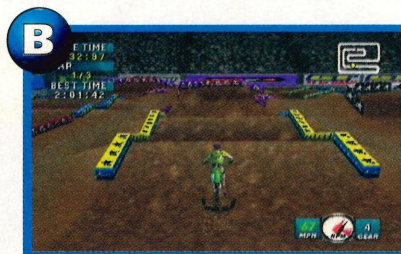


Just because there's a long straight with a huge ramp at the end, that doesn't mean you should go for maximum air. Slow down a little before the ramp, or you will find yourself smashing straight into the barriers at the corner's edge.

## Indoor - Dallas



There are a couple of tight corners here with a jump in the middle of them, however, so long as you slow down before each turn you should be fine. The jump in the middle shouldn't pose too much of a problem if you slow down going into the corner before it.



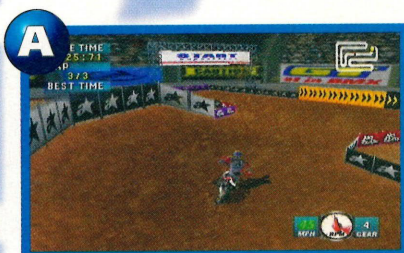
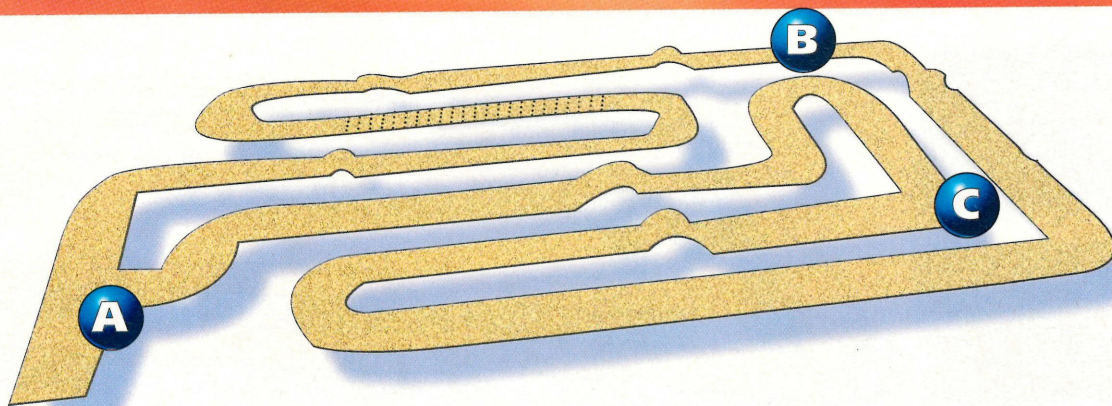
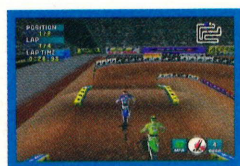
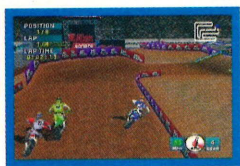
You can pretty much let your hair down on all of the ramps on this course, apart from this one! It may be the smallest of the ramps but the long straight beforehand and the immediately following corner can make or break your race.



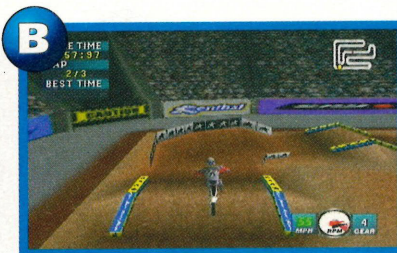
The finishing tabletop usually provides a good opportunity for a huge jump but not when it leads into a tight U-turn like this! It's worth slowing down and sacrificing the air so that you can take this corner as smoothly as possible.



## Indoor - Houston



After the first lap this becomes a very tricky corner indeed, especially if there are several riders trying to take it at once! It's best to cut across the corner immediately before this one, setting you up nicely to turn in and continue on your way.

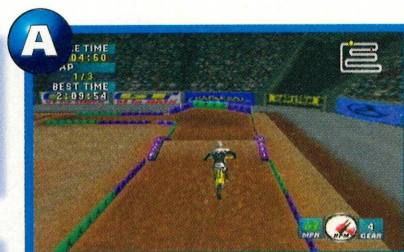
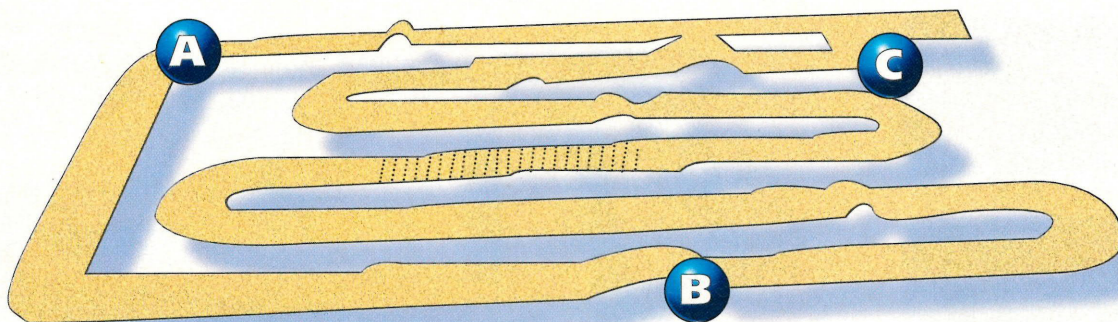
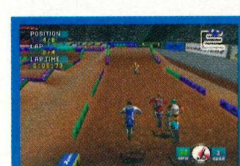
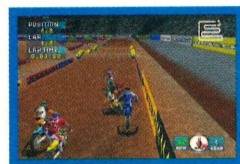


This track has not one, not two, but three huge jumps – all of which lead directly into corners! Come over each one slowly and lock the wheel fully in preparation for the landing, otherwise you'll be chewing on barrier.

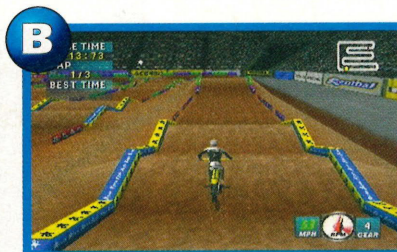


After a few long straights this series of tight corners can catch you unawares, surprisingly though, they're not that difficult to negotiate. So long as you release the throttle briefly before each one you can glide through them effortlessly.

## Indoor - Indianapolis



It may be tempting to get your speed up before the rumble strip but the big jump before this corner can leave you in the barrier. It's better to slow down just before the jump and then use the short space you have after it to get a good run at the straight.



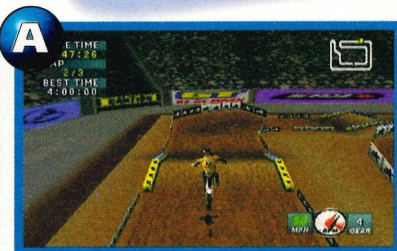
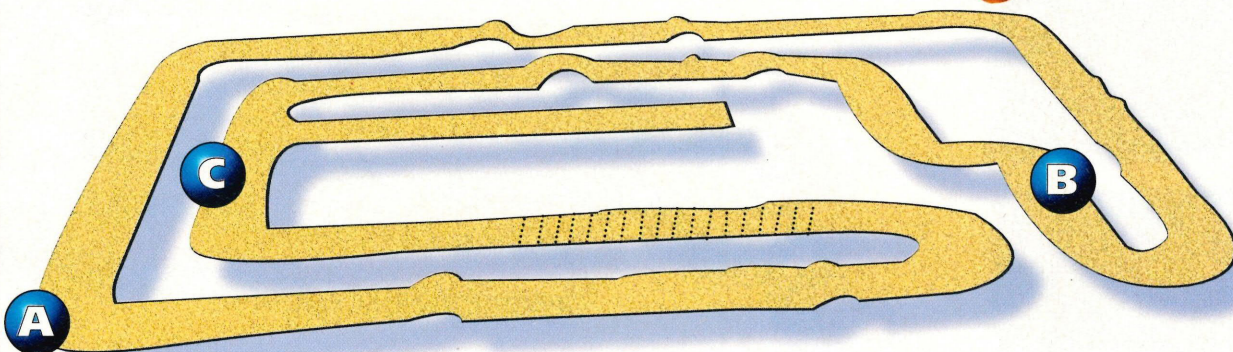
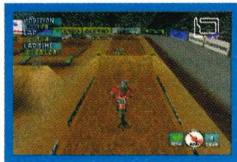
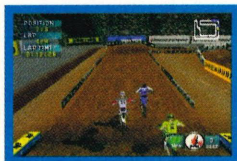
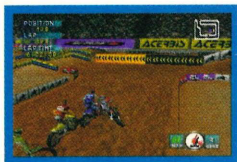
There are several of these groups of jumps on this course and it's advisable to take them slightly slower than you normally would. Take them full speed and you're likely to end up on the spine of the last ramp, which can slow you down quite a bit.



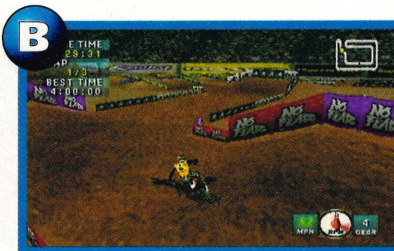
The finishing tabletop leads into a very tight corner. If you take it too fast your lap time will be ruined before you've even started! Unless you're on your final lap, brake before you reach the ramp to avoid getting airborne.



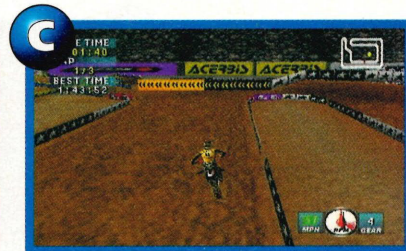
## Indoor - Minneapolis



Although this jump leads into a corner you can afford to go at full speed over it, just make sure you keep your wheels fully locked ready for the landing. It's also a good idea to release the throttle while you're in the air.

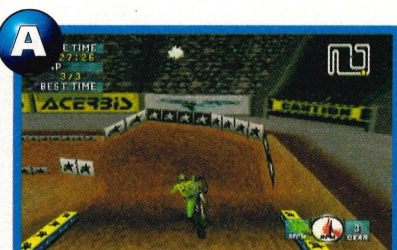
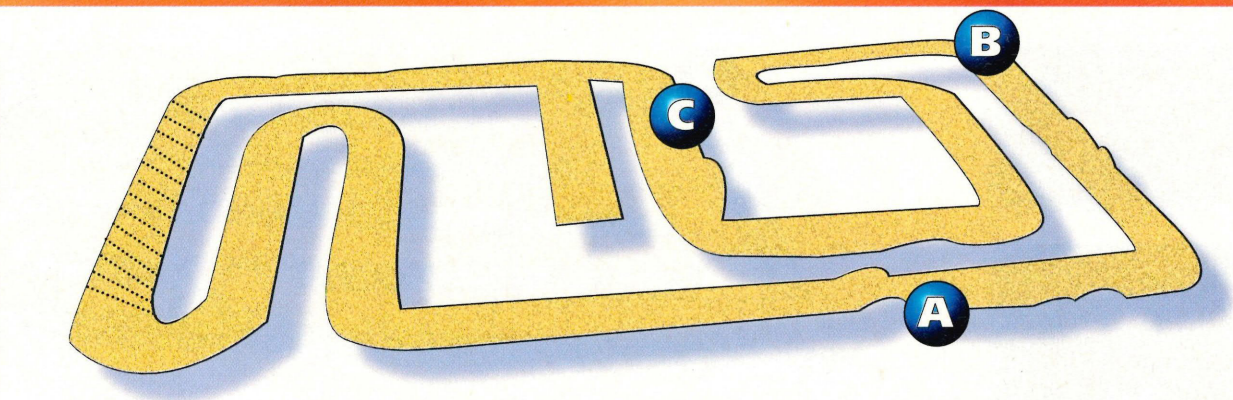
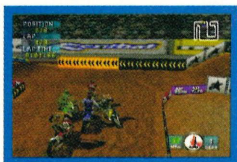


This chicane may look a little unnerving but you can pretty much drive straight through it without turning sharply. If anything, stay over to the right-hand side, ready to turn in for the big left-hand corner which follows.

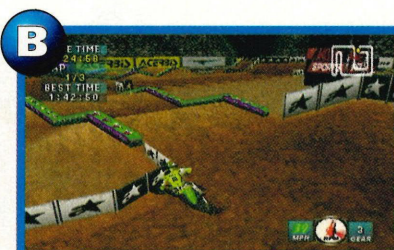


There's only one corner you need worry about in this race – the one just after the start. So don't go flying out of the blocks, instead take your time and avoid being knocked about too much by everybody else.

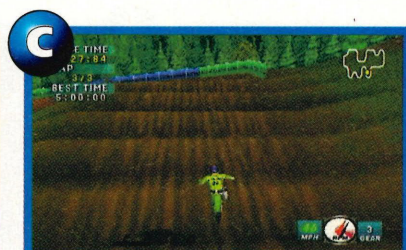
## Indoor - Seattle



There may be a run-up but hit this big jump too fast and the crowds will be picking biker out of their clothing for a week. If you can, avoid going into the air at all, instead concentrate all your efforts on the corner at hand.



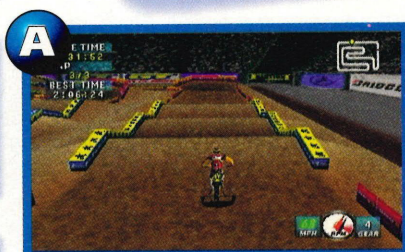
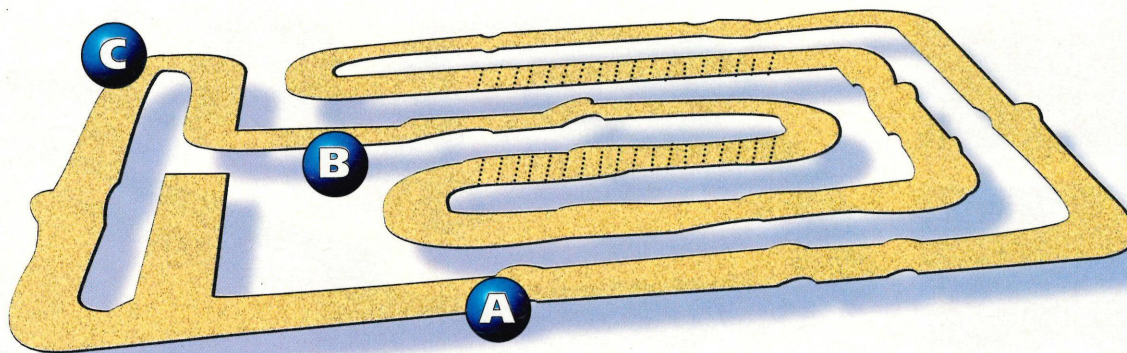
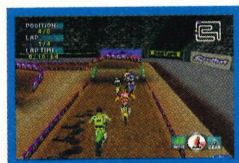
For these few corners you need total concentration – make sure you push your bike to its limits. Even a small mistake will result in a drop in speed, not exactly what you want before tackling the rumble strips that follow.



The tight corner before the finish line can leave you a little off-centre for the final big jump. If you're in the lead take it slow and keep to the centre, otherwise you could end up hitting the finishing post and losing the race!



## Indoor - St Louis



If you hit the first of these few ramps at full speed, you should land perfectly on the third ramp. On the other hand, if you take it too slowly you'll hit every single one of the ramps, which will slow you down.

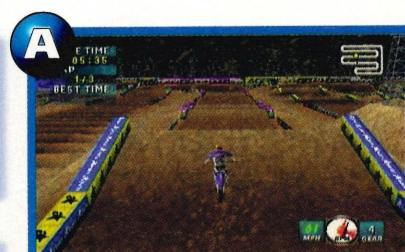
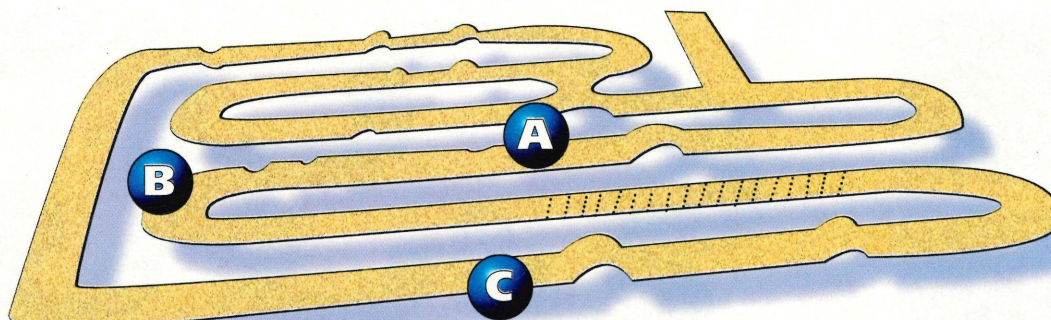
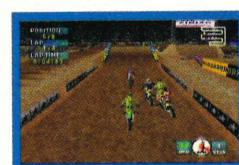


Once you reach this part of the track you're in for a bumpy ride! It's impossible to clear all of the ramps in one jump, so timing becomes everything. Basically, you must discipline yourself to always hit the up side of each ramp.

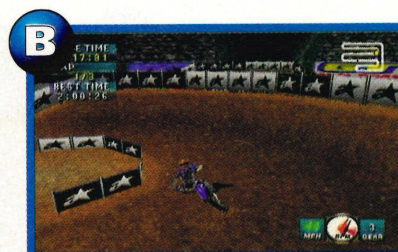


It's worth taking your time over these tight corners before the finish line and slowing the bike right down. They can be taken at a fairly fast rate but if you're not on the last lap, the left-hander after the tabletop can become very tricky indeed.

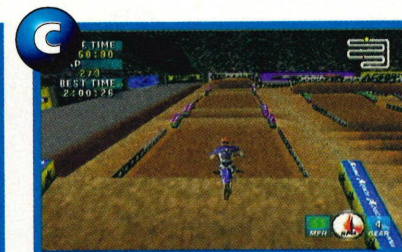
## Indoor - Tempe



Make sure you hit this jump at exactly the right speed. If you go too fast you'll hit the barrier but go too slow and the following straight with rumble strips will take far too long to negotiate. It takes practice to judge it, but it's worth it.



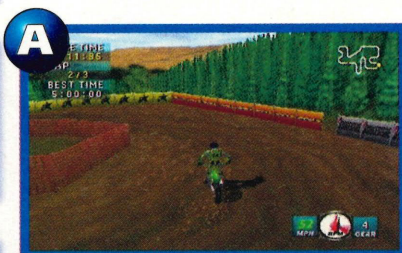
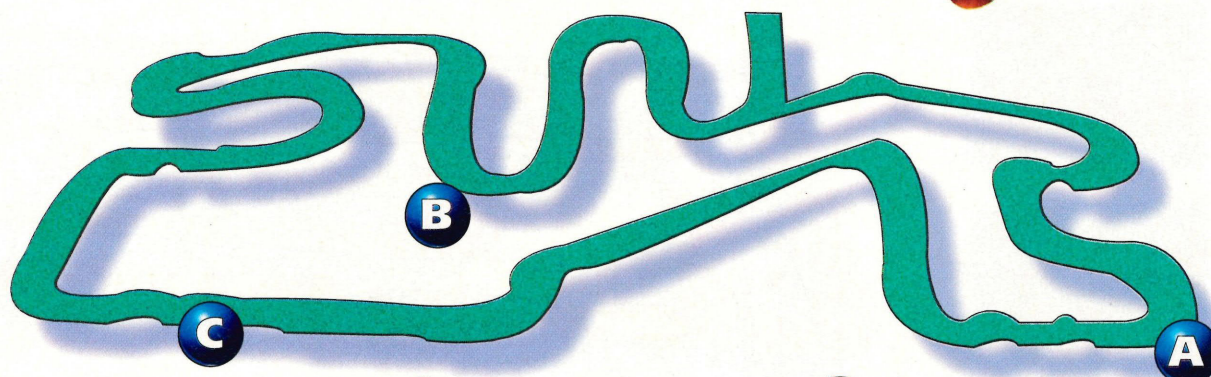
After you come over the jump, you face this corner, which can make or break the race. Take this as smoothly as possible and as fast as you can. It's best to start off wide and turn in tight to get the maximum speed for the straight ahead.



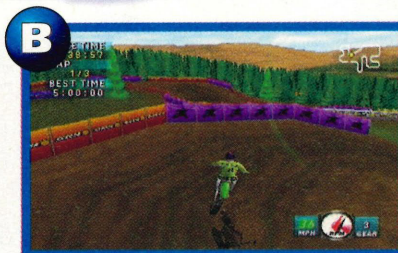
As the corner is so far away it can be tempting to throw your bike into the air off of this ramp. However, if you do this then nine times out of ten you'll land on the spine of the smaller ramp that follows it. So slow down slightly.



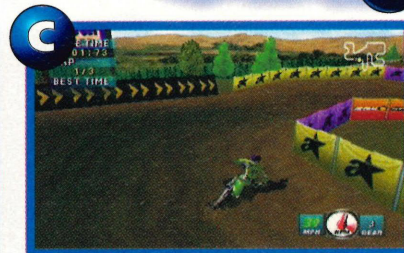
## Outdoor - Broome Tioga



After the long row of rumble strips it's tempting to go flat out, however, the corners through this section come thick and fast. You will need to slow down for nearly every corner here. You'll have to make time up later.

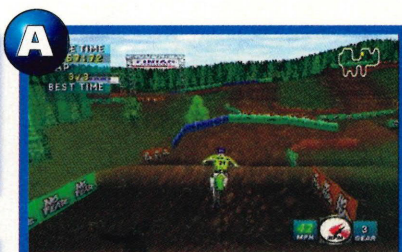
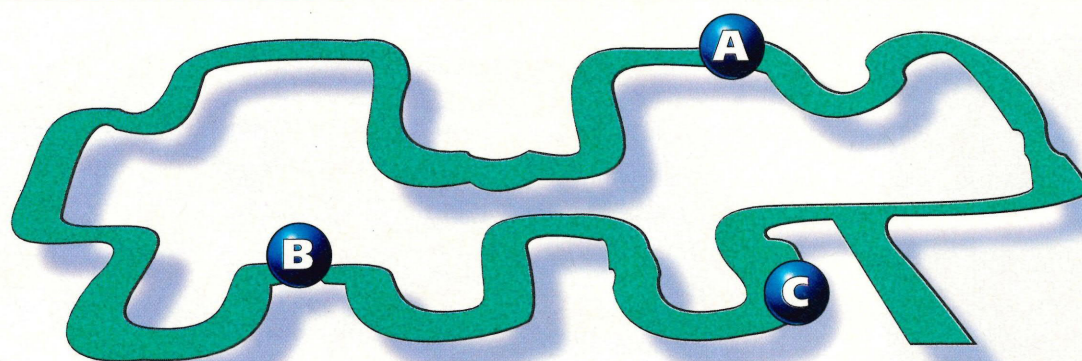
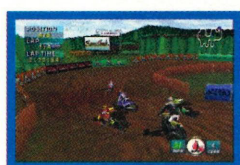


There is no jump at the top of this hill but because of the long straight before it, your bike does have a tendency to become airborne. Slow right down to avoid this or else you'll end up in the barrier and it can take ages to recover.

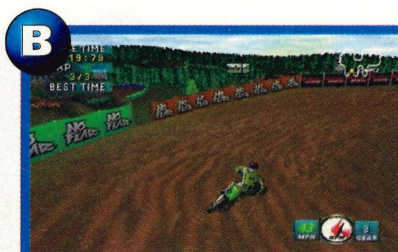


This corner at the start of the race is tough. Go flat-out from the start to try and open up a lead but remember to slow right down again for the tight left-hand U-turn. Take the corner well and it's possible to stay in first place.

## Outdoor - Buds Creek



Apart from this ramp you can take all of the jumps in Buds Creek as fast as you want. This ramp however, is a little too close to the corner and you will end up in the barrier if you jump it. Slow down just before the bend to avoid the barrier.



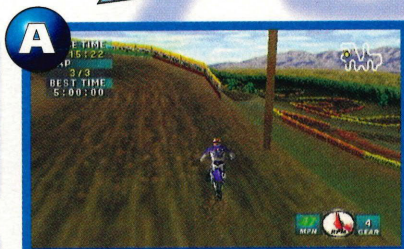
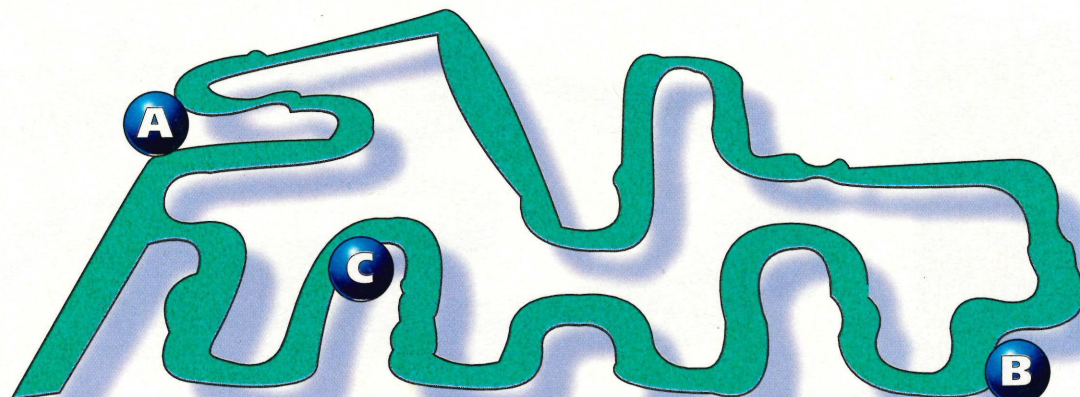
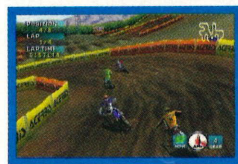
This collection of tight corners makes up the most difficult section of the course as you need to turn from one extreme to the other. It's a good idea to let off the throttle completely before each turn.



These rumble strips on the up and down slopes are more like steps. Get up as much speed as you can and then make sure you pull back on the stick when making your way up the hill to avoid slowing down.



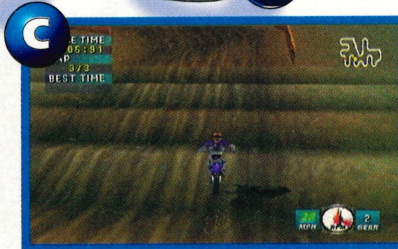
## Outdoor - Glen Helen



One entire side of this track is quite literally an uphill struggle! Despite the fact there are several corners, whatever you do, don't hit the brake! Doing so will make getting back up to speed difficult. If you do need to slow down simply let up on the throttle a little.

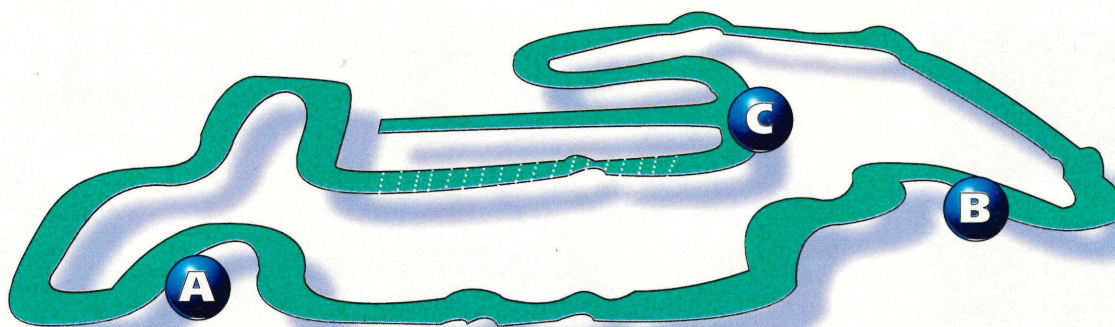
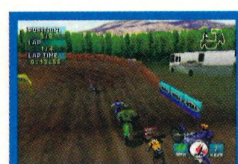


This downhill chicane can get a bit tricky. You will need to steer the bike a little but so long as you stay near the centre, you can keep your speed up. Staying at top speed is a priority in this track as it goes up and down so much.

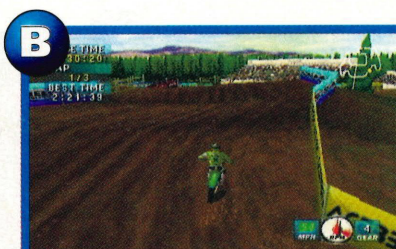


Whatever you do, don't let up on the throttle for a second around these corners. The step-like rumble strips need to be attacked at full speed. If you hit the first bump fast enough you can clear most of them without much worry.

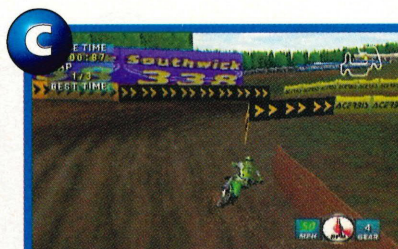
## Outdoor - Motorcross 338



After a simple chicane you're thrown in at the deep end with these couple of tricky corners. Slow down before each one and then put the power on again as you begin to turn, to sail through them like a breeze.



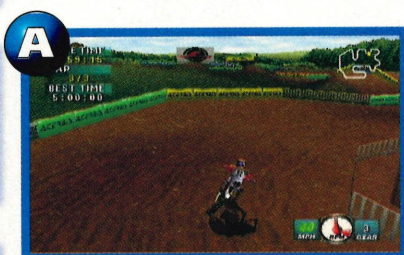
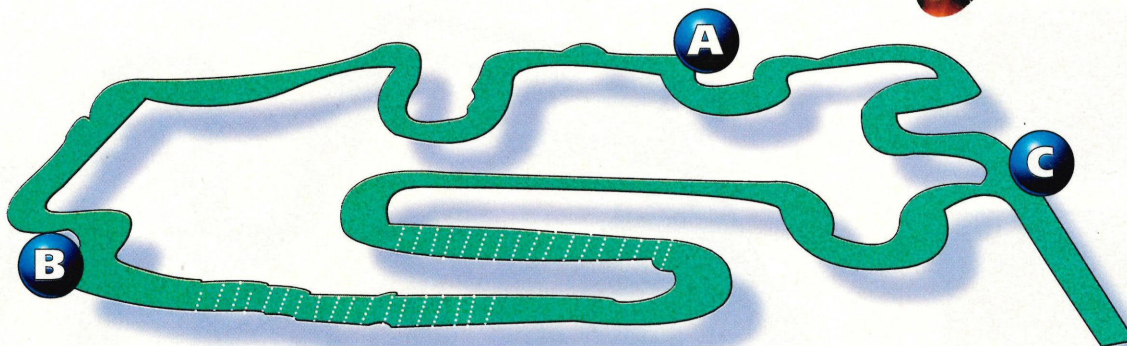
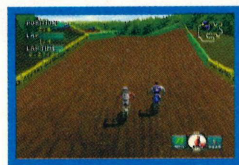
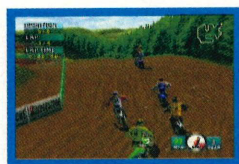
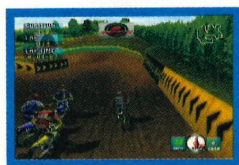
A mistake here can turn this difficult chicane into a nightmare. Stick as close to the centre line as possible and watch your steering. It's better to understeer than it is to oversteer through this section.



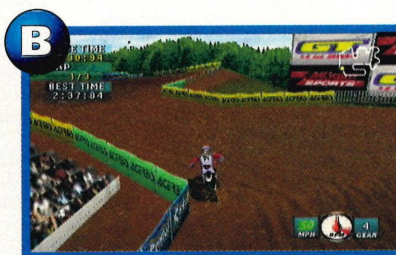
You only need to worry about this corner once when you begin the race. Several bikes all trying to take a tight U-turn can get a little crowded to say the least. Unless you're confident with your starts, it's better to hang back.



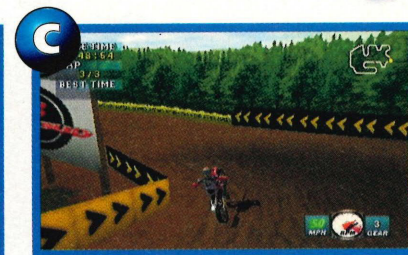
## Outdoor - Red Bud



Some very bumpy terrain makes the corners in this section of the track tricky to negotiate at the best of times. If you find your bike being thrown around too much it's a good idea to slow down a little – it'll make the cornering easier.

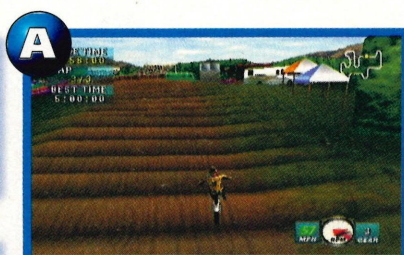
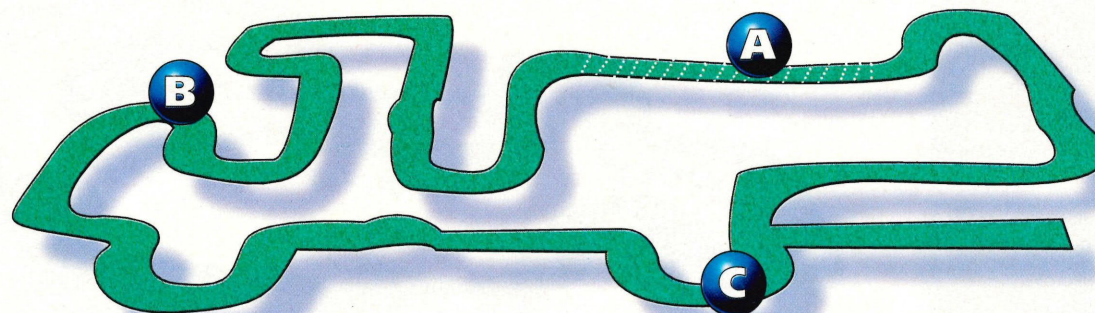
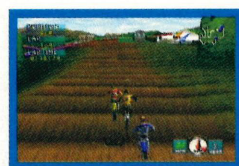
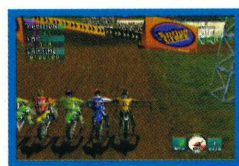


This fast chicane links two long straights together, making this the quickest section of the track. If you take this at full speed you can put quite some distance between yourself and the rest of the pack.

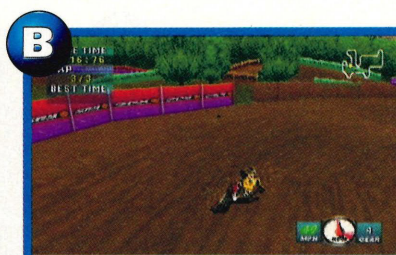


After finishing the first lap, an extra corner gets thrown in your way here. This isn't too tricky, just make sure you pay attention to the arrows on the barriers! In the heat of the race it can be easy to turn the wrong way.

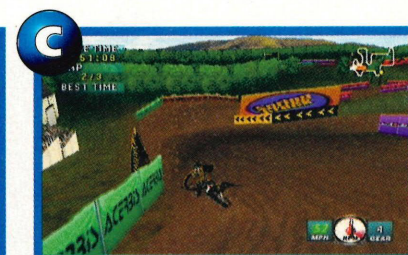
## Outdoor - Spring Creek



You can avoid slowing down too much on this long row of rumble strips by using the first small bump as a ramp to clear the rest. Get up enough speed and you can clear the first half without much trouble.



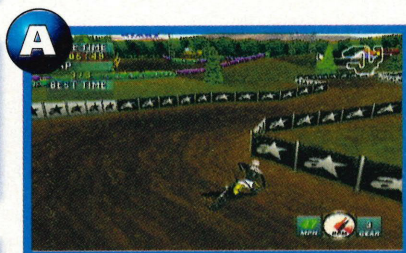
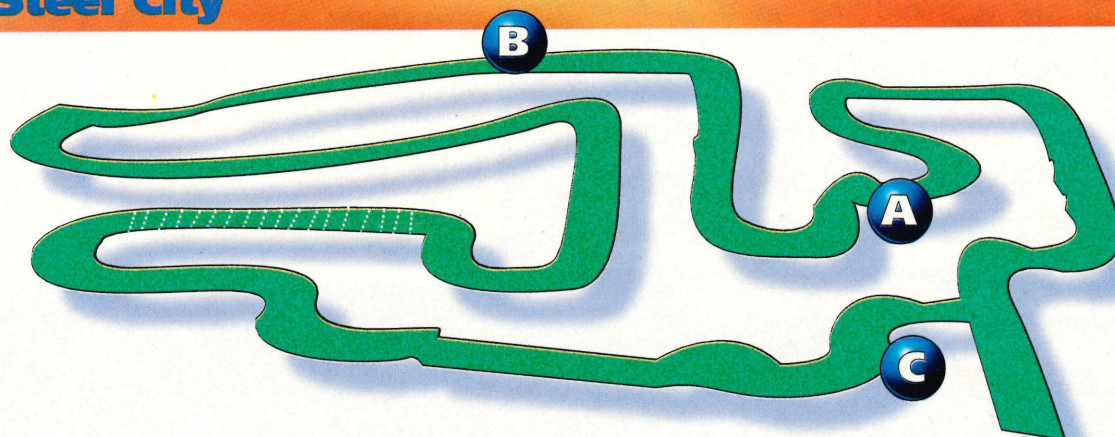
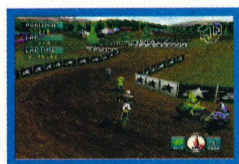
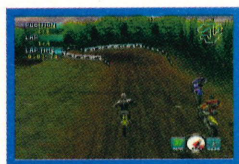
This section of the course has quite a few nasty corners to catch out the unwary racer. You need to slow down for most of the corners and if things start to get a little tricky, it's also a good idea to start using your brakes.



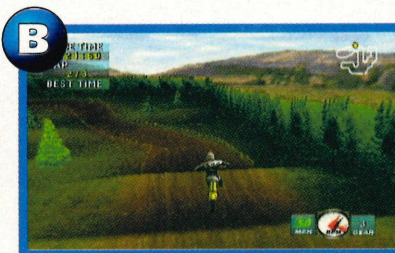
When you round this corner be careful not to come out too wide or you could end up heading back towards the start line again! Turn in tight to ensure that you don't get pushed out by any of the opposition.



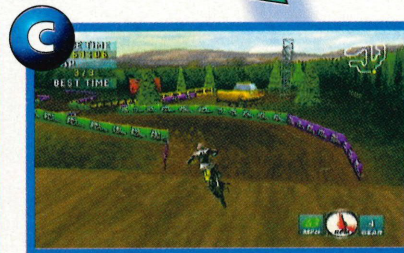
## Outdoor - Steel City



You can take this section cordoned off by black and white barriers pretty much at full speed. If you do feel yourself starting to slip out of control, simply let off the throttle briefly until you're back on track.

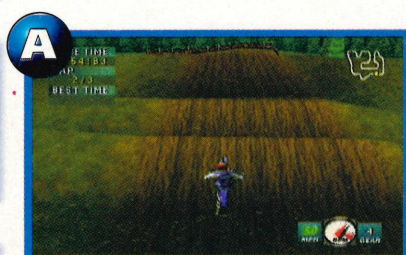
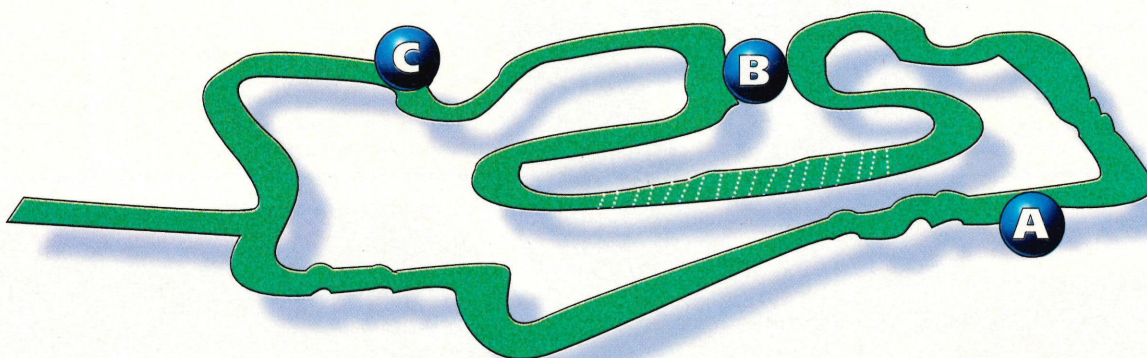


Hit the first ramp at full speed on this short straight and you should clear all the other ramps completely! There's no danger of hitting the sides, because the track only bends a little before the straight continues.



Unless you're on the last lap you should slow down just before the finishing tabletop. If you don't, the bike will end up in the barrier and could cost you some valuable seconds, ruining your lap time.

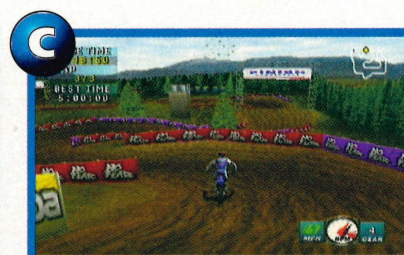
## Outdoor - Washougal



Despite the fact these ramps are all on an uphill slope, you can, with enough speed, defy gravity and clear them all off the first jump. Use the straight and the easy corners before it to get some speed up.



The high rumble strips here can slow you down if you hit them at half speed. Take the corners before them without the use of the brake and you will clear all but the last few by launching off the first bump.



The end may be in sight but there are a couple of tricky corners to tackle before you can cross the finish line. If you've got a good enough lead, slow right down for these, as a mistake this close to the end could be costly.



# Freestyle

If you feel like a bit of a break from the hectic races then Freestyle mode is the place to come. Let it all hang loose and go for some wicked air!

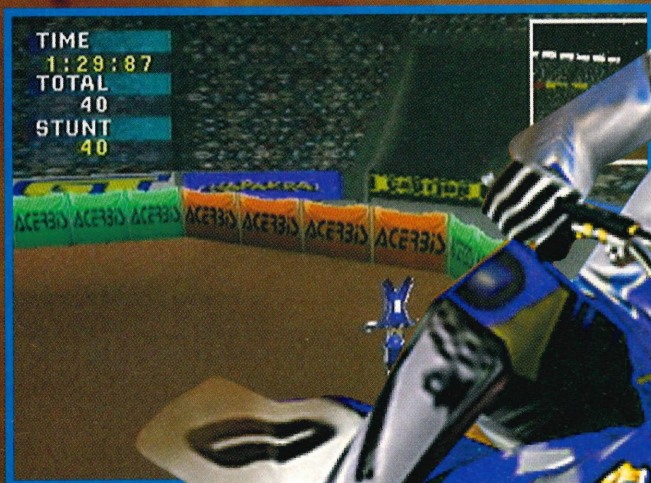
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## Crater

A nice simple track and an easy one to rack the points up on. All you need to do is keep heading for the crater at the centre, it doesn't matter which direction you come from because you're guaranteed to get air! Just make sure you don't land in the centre.

## Ramps

Another simple freestyle track, it shouldn't be too difficult to land trick after trick. The best way to tackle the ramps is to continue going around in a circle, hitting one set of ramps and then turning around for the next. Avoid hitting the side of the ramps.



## Jim Jam

To start with Jim Jam can be a very confusing, but once you get used to the course you'll recognise there are some great stunt opportunities. With so many ramps dotted around the place it's easy to go straight from one trick to another.

## Tabletop

The best thing to do on this track is to go from side to side in the arena, hitting the long edge of the tabletop for each jump. If you can, it's also a good idea to make sure you hit the centre of the ramp each time for guaranteed maximum air.

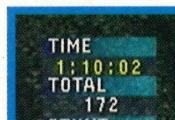
## Chasm

Like the Tabletop freestyle course, you want to go back and forth across the arena, making sure that you get up enough speed to clear the chasm. Try and aim for the higher ramps each time to avoid getting stuck in the chasm.



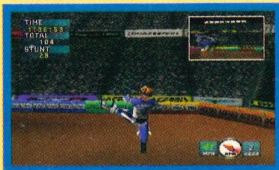


# Tricks



## BACKFLIP

Hold R and press Up and C Left



## CAN CAN

Hold R and press A



## CLIFFHANGER

Hold R and press Left and A



## FENDER GRAB

Hold R and press C Left



## NAC NAC

Hold R and press Z



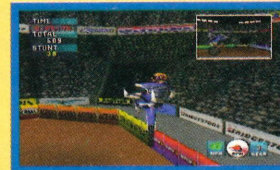
## NO HANDS

Hold R and press Left and Z



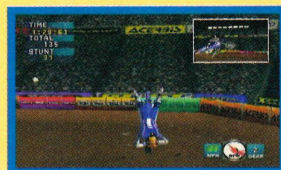
## NO HANDS NO FEET

Hold R and press Down and Z



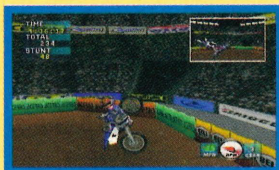
## ONE FOOT CAN CAN

Hold R and press B



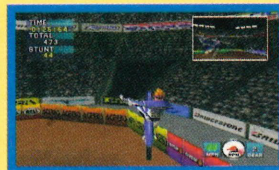
## RECLINER

Hold R and press Down and A



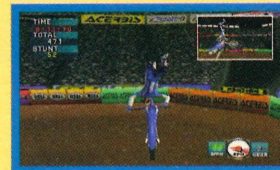
## RODEO

Hold R and press C Down



## SARAN WRAP

Hold R and press Down and C Down



## SCORPION

Hold R and press Up and A



## SIDE PRONE

Hold R and press Up and Z



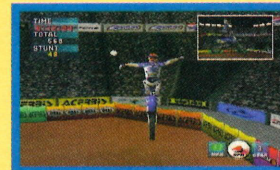
## SUPER MAN

Hold R and press Left and B



## SURFER

Hold R and press Down and B



## TOE CLIP

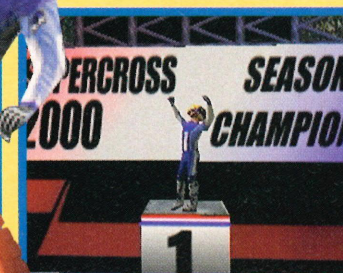
Hold R and press Up and C Down



## Hidden Stunt Tracks

Bonus freestyle courses can be opened up if you do well in the main game.

Tabletop Finish any series on Beginner  
Chasm Finish any series on Amateur  
Jim Jam Finish any series on Pro





# not nintendo

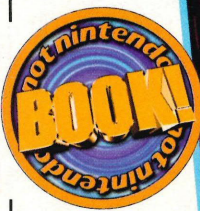
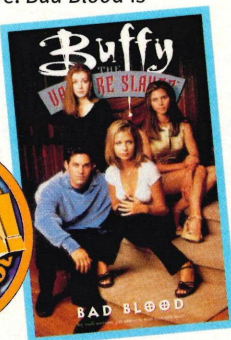
84

Welcome to the Not Nintendo section of 64 MAGAZINE where we cover anything and everything that we think is cool but which doesn't have a whole lot to do with the N64. This issue we were particularly impressed with the Laser Challenge set and the Homer Radio, plus due to the fantastic response to our *Friends* DVD compo in issue 40, we've giving you another chance to win some wicked stuff! This time we've got Arnie's latest movie *End Of Days* to give away on DVD and another Sony DVD player!

## Buffy

### The Vampire Slayer: Bad Blood

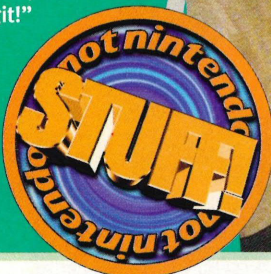
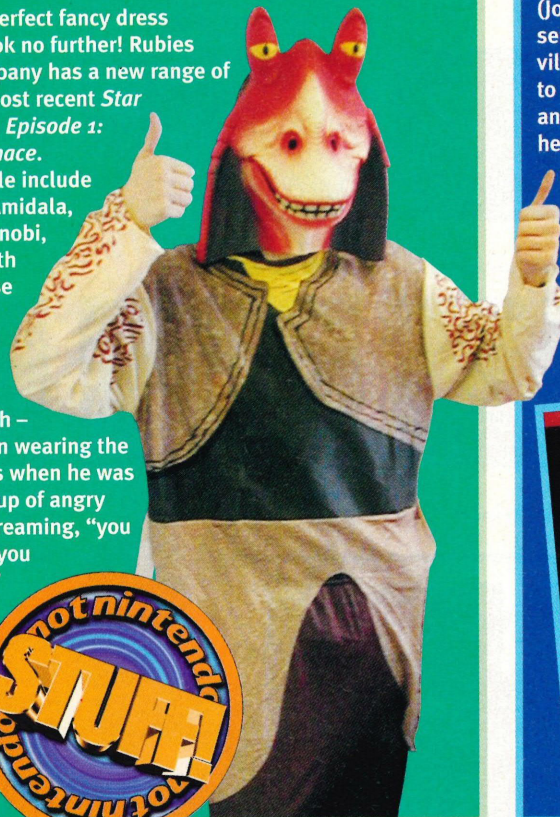
She's blonde, she's cute and she carries a sharp stake! The latest series of *Buffy The Vampire Slayer* has just finished its run on Sky One so to keep you going while you wait for the next series (in addition to the repeats on BBC2 of course) why not try the graphic novels? *Bad Blood* contains all the explosive action of the series and while the characters might not exactly resemble their on-screen counterparts the humour is most definitely there. *Bad Blood* is available now priced £8.99 from Titan Books.



## Jar-Jar Binks Costume

Looking for that perfect fancy dress costume? Well look no further! Rubies Masquerade Company has a new range of outfits from the most recent *Star Wars* blockbuster, *Episode 1: The Phantom Menace*.

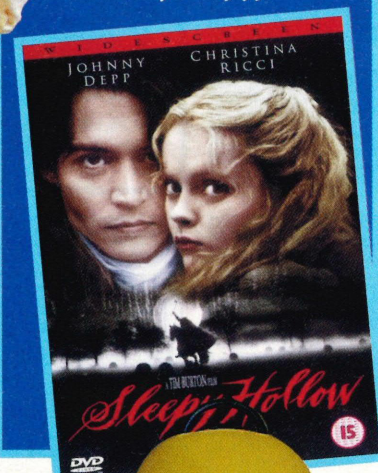
Costumes available include the regal Queen Amidala, noble Obi Wan Kenobi, the dastardly Darth Maul and of course Jar-Jar Binks. We don't recommend Jar-Jar unless you've got a death-wish though – Mike had not been wearing the outfit five minutes when he was set upon by a group of angry *Star Wars* fans screaming, "you ruined the movie you floppy-eared git!" Prices range from £11.99 to £45. Call 0800 1691736 for local stockists.



## Sleepy Hollow

Get ready for some seriously spooky 18th Century action when *Sleepy Hollow* hits the streets on 24 July. Set in 1799, this compelling comic-horror tells the tale of New York constable Ichabod Crane (Johnny Depp) who is sent to the small village of Sleepy Hollow to solve some gruesome murders and unravel the mystery of the headless horseman! *Sleepy*

*Hollow* is a great movie which manages to be both funny and scary at the same time. The DVD is packed with special features like a commentary from director Tim Burton, documentaries and trailers and is a steal at just £19.99.

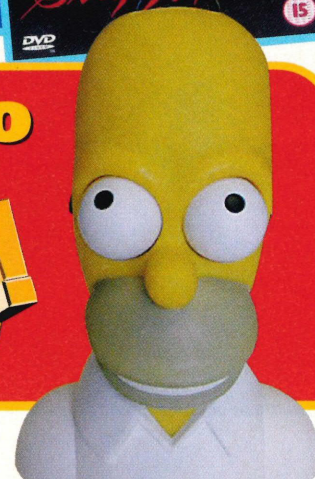


## The Simpsons: Homer Radio

This was voted as being easily one of the coolest items that came into the office this issue. The Homer Radio is a large plastic bust of the loveable slob from *The Simpsons* which you control by

rolling his eyeballs! Rotate the left eye to control the volume and the right for tuning. The clever thing is that the aerial is disguised as Homer's hair! This AM/FM radio from Wesco takes two double AA

batteries and retails for £24.99. We're sure you'll agree that it makes a very cool addition to any desk or mantelpiece!



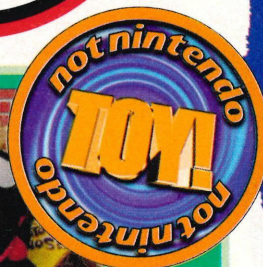
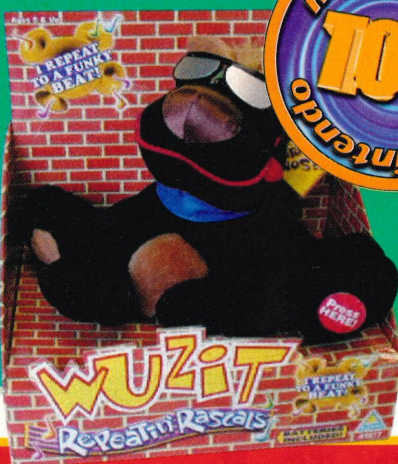


ndo!



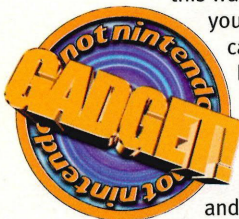
## Wuzit

This is by far one of the weirdest toys we've had in the office so far. The *Wuzit* is a plush furry animal which has a unique ability. If you squeeze his paw and talk into his nose then he uses your voice to belt out one of six different tunes. We had particular fun playing strange videogame sound effects to our *Wuzit* and listening to the mad tunes he subsequently came up with! *Wuzits* from Vivid Imaginations are in the toy shops now!



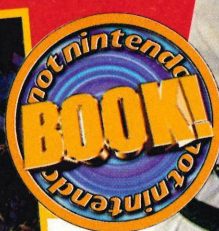
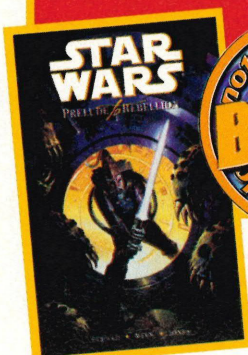
## Star Trek Voyager Watch

If you're a fan of the latest TV series in the *Star Trek* family then this watch may well suit you. With a gold-effect casing and a tough leather strap embossed with the *Voyager* logo, this timepiece looks great on any wrist and even has an image of the USS Voyager embossed on it's face. Plus, for those all-important night-time missions the whole face glows brightly with a simple push of a button. Beam down to [www.wesco.ltd.uk](http://www.wesco.ltd.uk) and grab one of these for just £29.99.



## Star Wars: Prelude To Rebellion

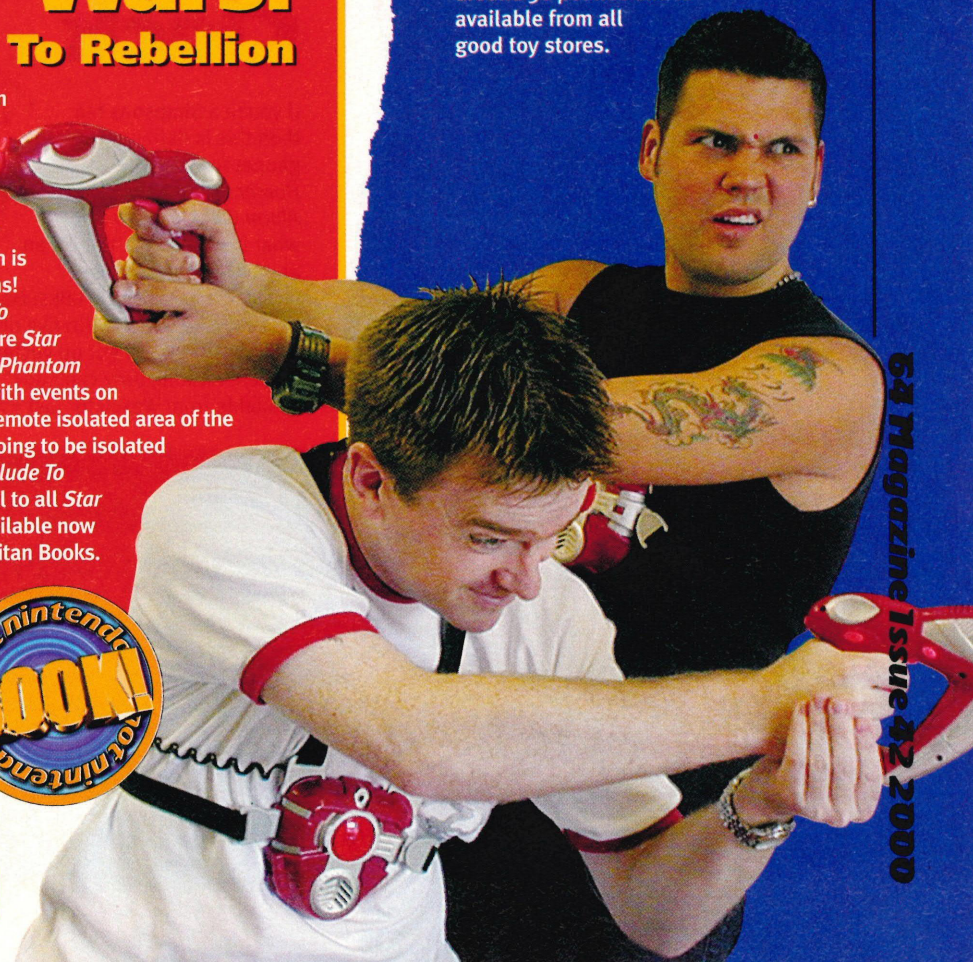
There seems to be an almost inexhaustible supply of stories based in and around the *Star Wars* universe, which is great for all sci-fi fans! *Star Wars: Prelude To Rebellion* is set before *Star Wars Episode I: The Phantom Menace* and deals with events on a small planet in a remote isolated area of the Republic that isn't going to be isolated for much longer! *Prelude To Rebellion* will appeal to all *Star Wars* fans and is available now priced £11.99 from Titan Books.



## Laser Challenge V2

Toy guns... could anything be cooler? If you've ever played laser-tag then you'll know that there's a lot of fun to be had running around darkened arenas blasting your mates with beams of light. Well, Vivid Imaginations has just taken this game a step further because now you can play in the comfort of your own home! *The Laser Challenge V2* set includes two guns and two body-packs which register hits. Each gun is effective up to 350 feet and the packs respond with light and sound when shot. There's also the option of purchasing an ELS scoring system which remotely tracks the combatants and keeps a record of the battle. Sure to keep you amused for hours the set retails at around 50 pounds and is available from all good toy stores.

85

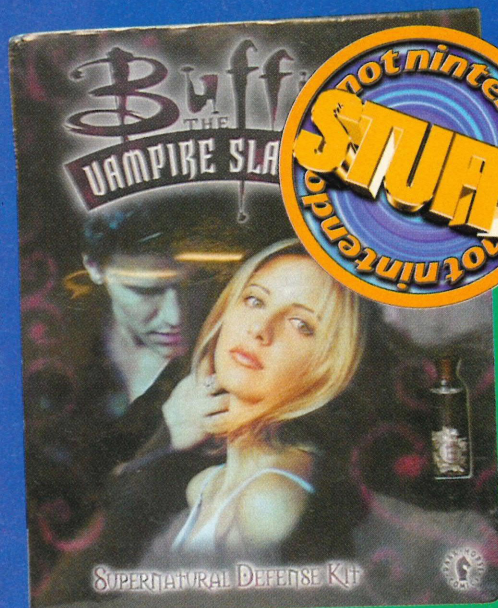




## Star Trek Radio



Any Trekkies out there can scan the skies for alien transmissions with this rather groovy FM Autoscan Radio. Moulded into a 3-D replica of the USS Enterprise NCC-1701-E from the movie *Star Trek: Insurrection*, this radio can be hung on a wall or stood on the moulded base that it comes with. The warp nacelles glow when the radio is on and it'll find stations at the tap of a button. Available now from Wesco on 0870 5168194, priced £24.99.

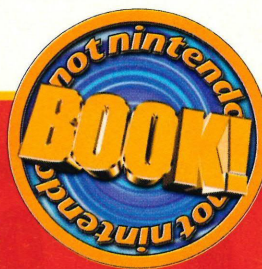


## Buffy The Vampire Slayer: Supernatural Defence Kit

Fancy yourself as a bit of a vampire slayer? Then this should come in handy! The *Buffy The Vampire Slayer Supernatural Defence Kit* isn't quite as exciting as it sounds – there are no crossbows or stakes in it for one thing. What you do get though is a plush hardback *Buffy* graphic novel, a fake gold cross on a chain, a bottle of 'holy water' and a replica of the "Claddagh" ring that Angel gave Buffy when they were 'going steady'. Everything comes in an attractive photocover case and this is something that would make a great present for any *Buffy* fan... well, possibly any female *Buffy* fan. Available now priced £19.99 from Titan Books.

## Clerks (The Comic Books)

Following the cult success of the movies *Clerks*, *Mallrats*, *Chasing Amy* and the more commercially successful *Dogma*, there are few cinemagoers who won't have heard of Kevin Smith. *Clerks (The Comic Books)* is a collection of stories based on the characters from the Kevin Smith films, the tales include Randal searching for rare *Star Wars* toys, Jay and Silent Bob working for Santa and Dante getting thrown out of a funeral for... er, something gross. The graphic novel is black and white like Smith's early films and has all the twisted humour we've come to expect from him. Available now priced £7.99 from Titan Books.



## Homer Simpson Talking Alarm Clock

If you're a Simpsons fan then this is definitely the gadget for you! *The Homer Simpson Talking Alarm Clock* does exactly what it says on the tin: it's an alarm clock, it looks like Homer Simpson and it talks! Have Homer wake you up with five different phrases like "But I got up yesterday!" and "Mmmm Donuts... is there nothing they can't do?" *The Homer Alarm Clock* is available from Wesco for just £27.99.







# End Of Days

## Competition!

**W**e've seen Arnie take on some seriously bad-assed characters in the course of his film career. In *Predator* he went up against an alien hunter and in *Terminator II* he took on a deadly cyborg from the future. In his latest film blockbuster though he's taking on the biggest bad-ass of them all: Satan himself.

*End Of Days* sees Arnie as an elite protection specialist

called Jericho Cane who is hired to ensure the safety of a powerful businessman. What Cane doesn't know though, is that said businessman is actually none other than the Devil. Apparently the Devil needs a woman to make his power absolute and as he sets out to get his hands (claws?) on her, Cane gets embroiled in the whole thing and finds himself in a battle that makes the Gulf War look like a playground argument

by comparison!

*End Of Days* is available now on DVD for the bargain price of £19.99. One lucky 64 MAGAZINE reader can get themselves a rather groovy early Christmas present though because Warner Home Video has given us a copy of the DVD plus a Sony DVP-S335 DVD player worth £350 to watch it on!

Oh... and we've also got ten runners-up prizes of *End Of Days* DVDs to give away!

**WIN!!!**  
A Sony DVD  
player and a  
copy of *End  
Of Days!*

Now, this is the tricky bit. To be in with a chance of getting your hands on this rather cool prize you're going to have to answer a few questions for us. Since *End Of Days* stars Arnie, we figured we'd give you guys a few questions about his past career...

**QUESTION ONE:** In which film did Arnie play a Soviet cop who had come to the West in pursuit of a violent criminal?

- A: *Red Heat*
- B: *Russian Cop*
- C: *Dixon Of Dock Green*

**QUESTION TWO:** What was the name of the girl that Arnie tried to kill in *The Terminator* and then had to protect in *Terminator II*?

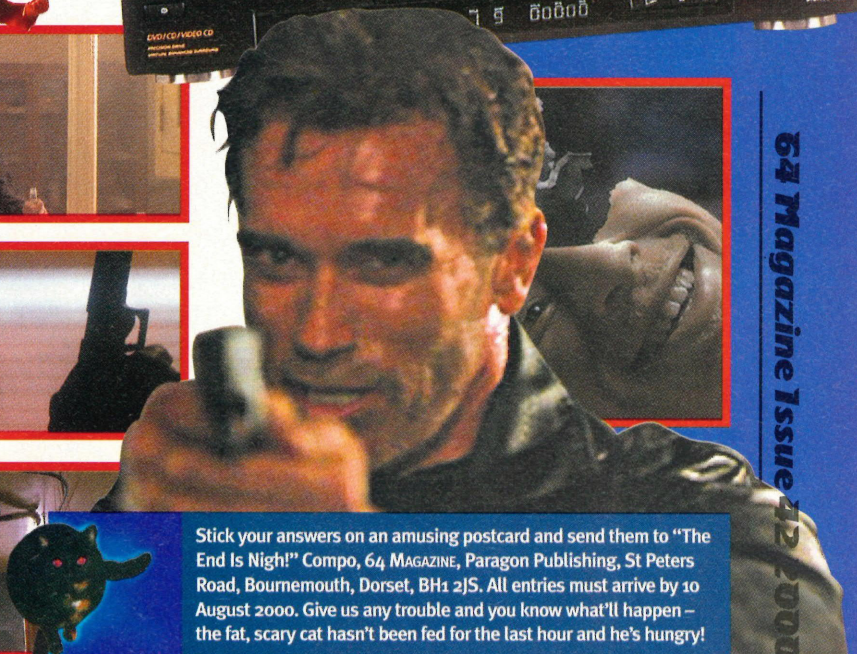
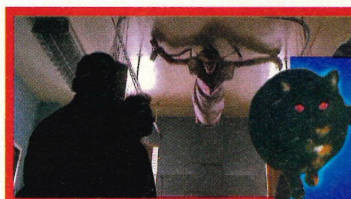
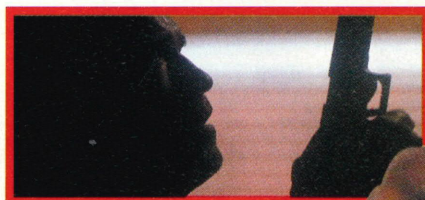
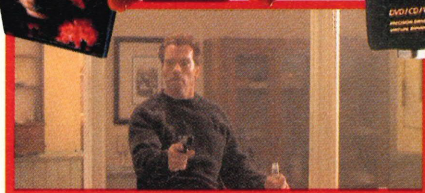
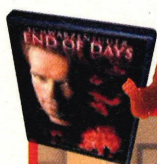
- A: Hilary Clinton
- B: Sarah Connor
- C: Susan Dando

**QUESTION THREE:** In *True Lies* Arnie had a tubby sidekick who used to be married to TVs Roseanne. What's his name?

- A: Tom Arnold
- B: Tom Sawyer
- C: Tom Thumb

**QUESTION FOUR:** Which famous line has Arnie used in many of his films?

- A: Screw you guys, I'm going home!
- B: I'll be back.
- C: I'll have a 'P' please Bob.

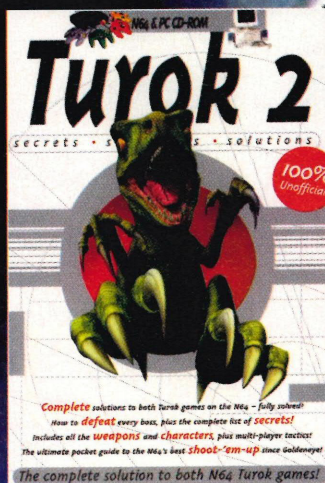


Stick your answers on an amusing postcard and send them to "The End Is Nigh!" Compo, 64 MAGAZINE, Paragon Publishing, St Peters Road, Bournemouth, Dorset, BH1 2JS. All entries must arrive by 10 August 2000. Give us any trouble and you know what'll happen - the fat, scary cat hasn't been fed for the last hour and he's hungry!



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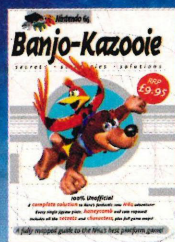


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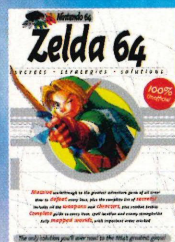
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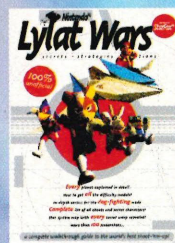
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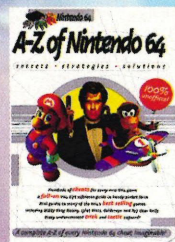
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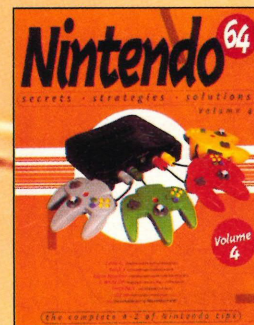
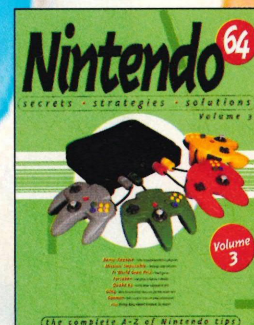
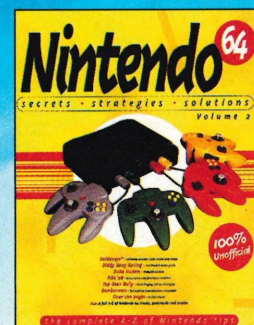
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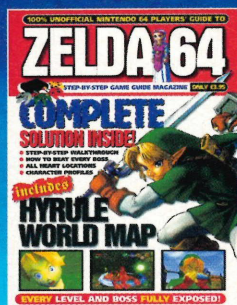
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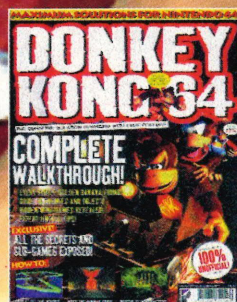


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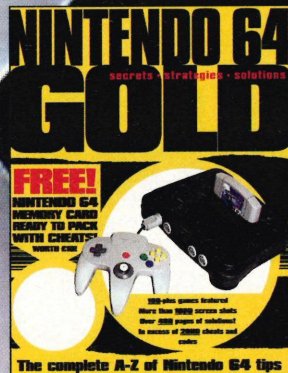
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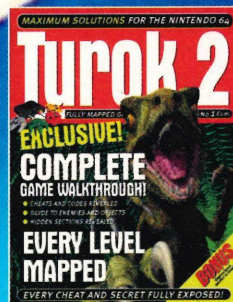
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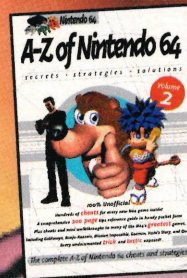
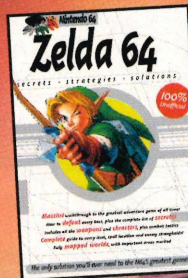
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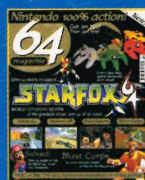
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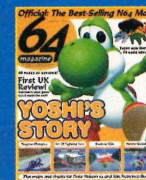
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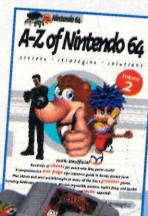
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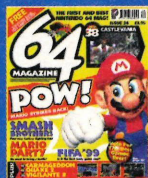
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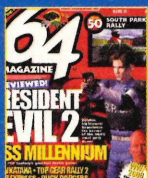
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# nindex

**90%  
and above**

If a game gets a 64 Sizzler then it's a game that's well worth buying.



**95%  
and above**

The Gold Medal Award only goes to those few games that you absolutely *must* own!



**The complete guide to every N64 game ever reviewed!**

**W**elcome to the Nindex! This section of the magazine contains information on every game we've ever reviewed in ultra-condensed form, thus allowing you to compare different games at a glance.

If you want to get the lowdown on any N64 game that's been covered in a previous issue then this is your one-stop buyer's guide. The Nindex is updated each month and every issue we'll be re-evaluating games from past issues on a regular basis to see just how well they compare to the latest N64 titles. If you need game info then this is where to look!

## NINDEX KEY

Game Name	Self-explanatory really!
Company	The company that sells it
Players	How many players can take part?
Memory	Does it make use of the Controller Pak?
Rumble Pak	Does it make use of the Rumble Pak?
Expansion Pak	Does it make use of the Expansion Pak?
UK Game	Is it available in the UK?
Issue	The issue it was last reviewed
Score	The percentage rating we've given it
Comment	What we think of it!

### GENRE

### DESCRIPTION

**ADVENTURE** Games involving exploration and problem-solving

**BEAT-'EM-UP** Fighting games, rather obviously!

**PARTY/PUZZLE** Designed for multiple players, or a brain teaser

**PLATFORM** Games that involve precise jumps and acrobatics

**RACING** Mostly [but not always] involving cars racing each other

**SHOOT-'EM-UP** The main objective? Kill 'em all!

**SPORTS** Football, basketball, American football, golf... whatever you're into

**STRATEGY/SIMULATION** Games that test your brain rather than your reflexes



Game Name	Company	Icons	Issue	Score	Comment
1080° Snowboarding	Nintendo	1-2 ● ● ● ●	17	82%	The best snowboarding game on any machine!
40 Winks	GT Interactive	1-2 ● ● ● ●	32	69%	Decent but unoriginal platformer with some annoying gameplay flaws.
A Bug's Life	Activision	1 ● ● ● ●	29	50%	Mediocre movie licence aimed at younger players.
Aero Fighters Assault	Video System	1-2 ● ● ● ●	15	20%	Abysmal, sluggish air combat 'game'.
Aero Gauge	ASCII	1-2 ● ● ● ●	15	40%	Slow and unplayable <i>Wipeout</i> rip-off.
Airboarder	Human	1-2 ● ● ● ●	14	73%	Hoverboard game of mixed playability.
All-Star Baseball '99	Acclaim	1-4 ● ● ● ●	16	84%	Good but bugged hi-res baseball game.
All-Star Baseball '2000	Acclaim	1-4 ● ● ● ●	27	85%	Improved version of the above.
All-Star Baseball 2001	Acclaim	1-4 ● ● ● ●	40	85%	Another great version of this baseball game, only on import though!
All-Star Tennis '99	Ubi Soft	1-4 ● ● ● ●	24	70%	Not entirely successful 'real' tennis game.
Armored: Project Swarm	Acclaim	1-4 ● ● ● ●	34	81%	<i>Turok</i> -based alien blaster – good but slightly outdated.
Army Men: Sarge's Heroes	3DO	1-4 ● ● ● ●	35	74%	Decent 3-D shooter let down by duff camera and controls.
Asteroids Hyper 64	Crave	1-4 ● ● ● ●	36	42%	Hard-to-play and unnecessary <i>Asteroids</i> update.
Augusta Masters '98	T&E Soft	1-4 ● ● ● ●	17	25%	Thoroughly nasty attempt at a golf game.
Automobili Lamborghini	THE Games	1-4 ● ● ● ●	8	68%	Four-player racer, but not realistic or thrilling.
Banjo-Kazooie	Nintendo	1 ● ● ● ●	16	90%	Excellent (if slightly easy) adventure.
Bassmasters 2000	THQ	1-2 ● ● ● ●	36	84%	Surprisingly playable fishing game.
Battletanx	3DO	1-4 ● ● ● ●	26	78%	Doesn't look like much, but it's a good multiplayer blast!
Battletanx: Global Assault	3DO	1-4 ● ● ● ●	37	88%	Much improved graphics, more tanks and better combat!
Battlezone: Rise Of The Black Dogs	Crave	1-4 ● ● ● ●	37	79%	Graphically disappointing but fun shooter with a mixing of strategy
Beetle Adventure Racing	EA	1-4 ● ● ● ●	25	83%	Fantastic mix of racing and exploration. With VW Beetles.
Bio Freaks	GT Interactive	1-2 ● ● ● ●	19	82%	Ultra-violent futuristic fighter with lots of gore.
Blast Corps	Nintendo	1 ● ● ● ●	3	80%	Odd but entertaining driving/strategy/blow-'em-up combo.
Body Harvest	Gremlin	1 ● ● ● ●	20	82%	Time-travel action where you wipe out giant alien bugs.
Bomberman 64	Nintendo	1-4 ● ● ● ●	9	80%	Bomb-chucking platformer with disappointing battle game.
Bomberman Hero	Nintendo	1 ● ● ● ●	21	49%	Shamefully easy platform adventure.
Brave Spirits Wrestling	Hudson	1-4 ● ● ● ●	12	65%	Sub-par Japanese wrestling game.
Buck Bumble	Ubi Soft	1-2 ● ● ● ●	18	82%	Weapon-filled insect shooter with bad fogging.
Bust-A-Move 2	Acclaim	1-2 ● ● ● ●	15	91%	Simple but addictive puzzle/battle game.
Bust-A-Move 3DX	Acclaim	1-4 ● ● ● ●	22	90%	As <i>BAM2</i> , but now for four players!
California Speed	Midway	1-2 ● ● ● ●	26	45%	Tragically bad sequel to <i>Cruis'n USA</i> and <i>World</i> .
Carmageddon 64	SCI	1-2 ● ● ● ●	35	0%	Yes, zero percent! Absolutely the worst N64 game ever!
Castlevania	Konami	1 ● ● ● ●	24	85%	Spooky vampire adventure, let down by dodgy camera.
Castlevania: Legacy of Darkness	Activision	1 ● ● ● ●	37	86%	Very similar to the first game but great fun all the same!
Chameleon Twist	Ocean	1-4 ● ● ● ●	10	64%	Simple and easy tongue-orientated platformer.
Chameleon Twist 2	Sunsoft	1 ● ● ● ●	23	75%	More of the same, and still too easy.
Charlie Blast's Territory	THE Games	4 ● ● ● ●	29	68%	Odd puzzle game with a good multiplayer mode.
Chef's Luv Shack	Acclaim	1-4 ● ● ● ●	34	69%	<i>South Park</i> version of <i>Mario Party</i> – more a renter than a buyer.
Chopper Attack	GT Interactive	1 ● ● ● ●	18	70%	Plodding <i>Desert Strike</i> -style game with clumsy controls.
Clayfighter 63 1/3	Interplay	1-2 ● ● ● ●	8	8%	The second-worst game on the N64 after <i>Carmageddon</i> !
Command & Conquer	Nintendo	1 ● ● ● ●	30	90%	Graphically updated and still ultra-playable strategy game.
Cruis'n USA	Nintendo	1-2 ● ● ● ●	10	22%	Dated and dismal driving drudgery.
Cruis'n World	Nintendo	1-4 ● ● ● ●	18	23%	A sequel that's nearly as bad as the original!
Cyber Tiger	EA Sports	1-2 ● ● ● ●	37	83%	A fun little golf game with some nice features!
Daiikatana	Kemco	1-4 ● ● ● ●	38	90%	An intelligent first-person shooter – whatever next!
Dark Rift	Vic Tokai	1-2 ● ● ● ●	4	47%	Bland and derivative fighter offering nothing exciting.
Destruction Derby	THQ	1-4 ● ● ● ●	34	74%	Fun but short-lived car smashing racer.
Diddy Kong Racing	Rare	1-4 ● ● ● ●	7	84%	Fun mix of racing and exploration.
Donkey Kong 64	Nintendo	1-4 ● ● ● ●	34	93%	Huge platform adventure that's like <i>Banjo</i> , only more so.
Doom 64	GT Interactive	1 ● ● ● ●	1	70%	Atmospheric but dated upgrade of the old PC classic.
Doraemon	Epoch	1 ● ● ● ●	3	30%	Snoozesome Japanese <i>Mario</i> clone for kids.
Dual Heroes	Hudson	2 ● ● ● ●	9	18%	Appalling fighter that offers no challenge whatsoever.
Duke Nukem 64	GT Interactive	1-4 ● ● ● ●	7	81%	Good conversion of the PC one-liner.
Duke Nukem: Zero Hour	GT Interactive	1-4 ● ● ● ●	27	89%	Fine alien blaster with the hard-as-nails hero.
Earthworm Jim 3D	Virgin	1 ● ● ● ●	33	87%	Thoroughly mad and highly entertaining platformer.
ECW Hardcore	Acclaim	1-4 ● ● ● ●	37	64%	Rather disappointing wrestling game not up to the usual Acclaim standard
EPGA Tour Golf	Infogrames	1-4 ● ● ● ●	36	67%	Slow and clumsy golf sim.
Excitebike 64	Nintendo	1-4 ● ● ● ●	41	94%	Motorcycle racing has never been so good!
Extreme G	Acclaim	1-4 ● ● ● ●	7	77%	Futuristic bike racing game – hard to control.
F1 Pole Position	Ubi Soft	1-2 ● ● ● ●	6	63%	Early, now outdated Formula 1 game.
F-1 World Grand Prix	Nintendo	1-2 ● ● ● ●	18	94%	Excellent, though very hard, Formula 1 simulation.
F-1 World Grand Prix II	Nintendo	1-2 ● ● ● ●	30	90%	Slightly faster sequel, but not really a big advance.

## OUR TOP TEN

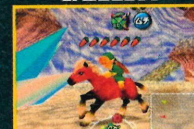
### 1: PERFECT DARK



### 2: GOLDENEYE



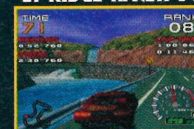
### 3: ZELDA



### 4: WORMS



### 5: RIDGE RACER 64



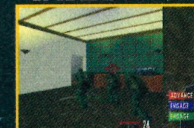
### 6: TONY HAWK'S



### 7: BS'98



### 8: RAINBOW SIX



### 9: TRACK AND FIELD



### 10: KIRBY 64





## 64 TOP SHOOT-'EM-UPS



- 1 Perfect Dark 99%
- 2 Goldeneye 95%
- 3 Quake II 93%
- 4 Vigilante 8: Second Offense 92%
- 5 Rainbow Six 90%

## 64 TOP FIGHTING GAMES



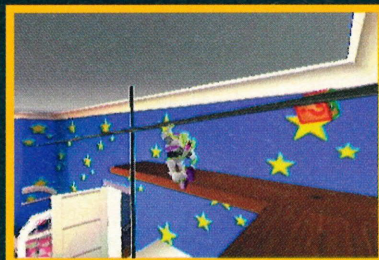
- 1 WWF Wrestlemania 2000 93%
- 2 Super Smash Bros 87%
- 3 WWF Warzone 86%
- 4 Mortal Kombat 4 86%
- 5 Xena: Warrior Princess 85%

Game Name	Company	Icons	Issue	Score	Comment
FIFA 64	EA Sports	1-4 ● ● ● ●	2	19%	A travesty of The Beautiful Game, awful in every way.
FIFA '99	EA Sports	1-4 ● ● ● ●	24	89%	Best of the FIFA series, until the next one!
FIFA: Road To World Cup '98	EA Sports	1-4 ● ● ● ●	9	80%	Vastly better than FIFA 64, but now replaced by FIFA '99.
Fighter's Destiny	Ocean	1-2 ● ● ● ●	11	80%	One of the better N64 fighters.
Fighting Force 64	Crave	2 ● ● ● ●	29	62%	Past-it PlayStation port.
Flying Dragon	Interplay	1-2 ● ● ● ●	30	78%	Fun fighting game, though it's not exactly Street Fighter!
Forsaken	Acclaim	1-4 ● ● ● ●	14	86%	A kind of turbo Descent – good, but some levels very short.
F-Zero X	Nintendo	1-4 ● ● ● ●	17	90%	Ultra-fast, super-smooth hi-tech racer. Very challenging.
GASP!! Fighters' Nextreme	Konami	1-2 ● ● ● ●	21	62%	Jerky, mediocre game with a fighter Creation mode.
Gauntlet Legends	Midway	1-4 ● ● ● ●	33	82%	Worthy update of the arcade classic with a few minor flaws.
Gex: Enter The Gecko	GT Interactive	1 ● ● ● ●	18	80%	Lizardly platformer that spoofs films and TV shows.
Gex 3: Deep Cover Gecko	Crave	1 ● ● ● ●	33	73%	Competent but utterly unoriginal platform sequel.
The Glory Of St Andrews	Seta	1-4 ● ● ● ●	3	10%	Hilariously bad shot at doing an N64 golf game.
Glover	Hasbro	1 ● ● ● ●	20	85%	Appealing platform/puzzle game crossbreed.
Goemon 2	Konami	1-2 ● ● ● ●	24	80%	Enjoyable side-on platformer.
Goldeneye	Nintendo	1-4 ● ● ● ●	5	95%	The best multiplayer game on N64! Great for lone players too.
GT 64	Ocean	1-2 ● ● ● ●	16	64%	Clunky, unrealistic and dull racing game.
Harvest Moon	Natsume	1 ● ● ● ●	39	84%	Farming fun with this mad RPG – and it's pretty good!
Hexen	GT Interactive	1-4 ● ● ● ●	5	30%	Completely crap port of the PC Doom-with-wizards title.
Holy Magic Century	Konami	1 ● ● ● ●	21	54%	Attractive, but repetitive, junior RPG with too many random battles.
Hot Wheels Turbo Racing	EA	1-2 ● ● ● ●	35	60%	Easy and rather dull kid-oriented racer.
Hybrid Heaven	Konami	1-2 ● ● ● ●	32	81%	Interesting sci-fi adventure let down by a few rough edges.
Hydro Thunder	Midway	1-4 ● ● ● ●	38	88%	Another great N64 racing game, but this time with boats instead of cars!
Iggy's Reckin' Balls	Acclaim	1-4 ● ● ● ●	17	83%	Odd mix of racer and platformer that's quite good fun.
In-Fisherman Bass Hunter 64	Take 2	1-2 ● ● ● ●	33	84%	Oddly compelling fishing sim, but not for everyone.
International Track and Field: Summer Games	Konami	1-4 ● ● ● ●	39	90%	Classic button-bashing sporting action on your N64 – joypads beware!
ISS 64	Konami	1-4 ● ● ● ●	3	93%	Excellent footy game, now bettered by ISS '98.
ISS '98	Konami	1-4 ● ● ● ●	18	95%	The best football game ever. Fact!
Jeremy McGrath Supercross 2000	Acclaim	1-4 ● ● ● ●	41	79%	Above-average off-road motorcycle racing.
J-League Dynamite Soccer	Imagineer	1-4 ● ● ● ●	6	44%	Dodgy Japanese super-deformed football title.
J-League Eleven Beat 1997	Hudson	1-4 ● ● ● ●	8	60%	Another J-League game with comedy players.
J-League Perfect Striker 2	Konami	1-4 ● ● ● ●	31	88%	Japanese ISS update that offers very few new features.
Jeopardy!	Take 2	1-3 ● ● ● ●	14	30%	Pathetic attempt to bring an American game show to N64.
Jet Force Gemini	Rare	1-4 ● ● ● ●	33	90%	Huge all-action adventure game.
John Madden 64	EA Sports	1-4 ● ● ● ●	8	76%	Syrup-sporting American football game.
Ken Griffey Jr's Slugfest	Nintendo	4 ● ● ● ●	29	70%	Not very impressive baseball game.
Killer Instinct Gold	Nintendo	1-2 ● ● ● ●	3	70%	Rare-produced fighter where button-hammering beats skill.
Kirby 64: The Crystal Shards	Nintendo	1-4 ● ● ● ●	40	86%	Madcap cartoon platform action – Japanese-style!
Knife Edge	THE Games	1-4 ● ● ● ●	22	26%	Mind-numbingly boring on-rails shooter.
Knockout Kings 2000	EA Sports	1-2 ● ● ● ●	33	90%	Highly playable boxing sim featuring genuine fighting legends.

## TEST OF TIME



Issue 36 contained the first real news on the forthcoming Banjo-Tooie and also flagged a slight delay on the footie game everyone was waiting for: ISS Millennium. The footie game that everyone is still waiting for in fact...



### TOY STORY 2

Activision • £39.99 • Original Rating: 82%  
Running on the *A Bug's Life* engine, this game was a pleasant surprise – far more playable and a lot less scrappy than its insect-themed counterpart. Now, several months on, it's still fairly enjoyable although definitely one for the younger gamer.

**80%**



### A BUG'S LIFE

Activision • £39.99 • Original Rating: 59%  
Oh dear. Fairly shoddy graphics and the most appalling pop-up this side of *Superman*, *A Bug's Life* just isn't that good. Fans of the film may still like it, but probably not. Best to think of it as practice for the guys who did *Toy Story 2*.

**50%**



### NBA LIVE 2000

EA Sports • £39.99 • Original Rating: 78%  
It's basketball which isn't necessarily a good thing, however, *NBA Live 2000* is actually one of the better ball bouncers on the market. Average to good when it was originally reviewed and average to good it remains. Worth a look if you're a fan.

**75%**



Game Name	Company	    	Issue	Score	Comment			
The Legend Of Zelda: Ocarina Of Time	Nintendo	1	●	●	21	96%	Nintendo's tour de force – one of the best games ever written!	
Lode Runner	Infogrames	1	●	●	28	82%	Tough mix of platformer and puzzle game.	
Lego Racers	Lego	1-4	●	●	●	34	76%	Simple, kid-oriented racer with customisable cars.
Let's Smash	Hudson	1-4	●			21	90%	Very playable anime-style tennis game.
Lylat Wars	Nintendo	1-4	●	●		5	87%	N64 remix of the SNES Starfox, but not quite as engrossing.
Mace: The Dark Age	GT Interactive	1-2			●	7	70%	Run-of-the-mill medieval fighter.
Madden '99	EA Sports	1-4	●	●		31	80%	Decent American football game that's a bit behind the times.
Magical Tetris Challenge	Capcom	1-2			●	24	65%	Tetris with Mickey Mouse. Stunning. (Note the sarcasm.)
Mario Golf	Nintendo	4		●	●	29	88%	Tremendous golfing fun with Mario and pals.
Mario Kart 64	Nintendo	1-4	●		●	3	78%	Disappointing update of the SNES classic, with duff battle arenas.
Mario Party	Nintendo	1-4	●	●		24	80%	Fun but simple multiplayer party game.
Mario Party 2	Nintendo	1-4	●			37	81%	More of the same, so if you liked the original...
Michael Owen's WLS 2000	THQ	4		●	●	31	90%	Excellent football game with hi-res graphics as standard.
Micro Machines 64 Turbo	Codemasters	1-8	●	●	●	23	90%	Superb eight-player (yes, eight) party racing game.
Mike Piazza's Strike Zone	GT Interactive	1-2	●	●		30	40%	Humdrum baseball game that pales alongside All-Star Baseball.
Milo's Astro Lanes	Interplay	1-4	●	●	●	33	73%	Oddball bowling game set on alien planets.
Mischief Makers	Nintendo	1			●	7	82%	Strange but enjoyable old-school 2-D platformer.
Mission: Impossible	Infogrames	1		●	●	18	48%	Utterly tosh conversion of the Tom Cruise film.
MK Mythologies: Sub-Zero	GT Interactive	1	●	●	●	9	46%	Risible attempt to add platforms to the Mortal Kombat franchise.
Monster Truck Madness	Take 2	1-4	●		●	31	54%	Crap physics and bugs let down a potentially good racing game.
Mortal Kombat 4	GT Interactive	1-2	●	●		19	80%	Finally, a decent Mortal Kombat game on the N64!
Mortal Kombat Trilogy	GT Interactive	1-2			●	3	32%	Diabolically bad beat-'em-up.
Multi Racing Championship	Ocean	1-2	●	●	●	5	52%	Feeble attempt to make a rallycross game.
Mystical Ninja Starring Goemon	Konami	1	●		●	13	80%	Wacky RPG/platformer set in a comedy ancient Japan.
Mystical Ninja 2 Starring Goemon	Konami	2	●	●	●	29	85%	Enjoyably wacky old-style platform adventure.
NASCAR '99	EA Sports	1-2	●	●	●	20	52%	Not very good racing sim that's as dull as the real sport.
Nagano Winter Olympics	Konami	1-4	●		●	10	65%	Mixed bag of chilly sporting events.
NBA Courtside	Nintendo	1-4	●	●	●	16	85%	Probably the best of the many N64 basketball games.
NBA Hangtime	GT Interactive	1-4	●		●	5	45%	Rubbishy arcade conversion full of silly power moves.
NBA In The Zone 2000	Konami	1-4	●	●		39	70%	Another fairly average basketball game with a few nice ideas.
NBA Jam '99	Acclaim	1-4	●	●	●	22	83%	Good basketball game that doesn't stand above its competitors.
NBA Jam 2000	Acclaim	1-4	●		●	35	84%	One of the best N64 basketball games.
NBA Live 2000	EA Sports	1-4	●	●	●	36	75%	Ordinary basketball game with a few nice gimmicks.
NBA Live '99	EA Sports	1-4	●	●	●	22	75%	Yet another NBA game, offering nothing that stands out.
NBA Pro '98	Konami	1-4	●	●	●	12	70%	Uninspiring basketball game with very blurry visuals.
NBA Pro '99	Konami	1-4	●	●		27	59%	Highly disappointing basketball title.
NFL Blitz	GT Interactive	1-2	●	●	●	22	85%	American football game played for laughs and arcade-style action.
NFL Quarterback Club '98	Acclaim	1-4	●	●	●	7	80%	Hi-res American football game.
NFL Quarterback Club '99	Acclaim	1-4	●	●	●	21	89%	Updated and improved version of NFL QBC '98.
NHL Quarterback Club 2000	Acclaim	1-4	●	●	●	34	90%	The best American football game you can buy.

## 64 TOP

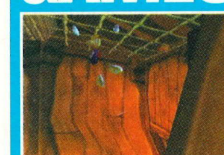
### ADVENTURE GAMES



- 1 Zelda 96%
- 2 Resident Evil 2 94%
- 3 Silicon Valley 87%
- 4 Castlevania 2 86%
- 5 Castlevania 85%

## 64 TOP

### PLATFORM GAMES



- 1 Rayman 2 94%
- 2 Donkey Kong 64 93%
- 3 Super Mario 64 92%
- 4 Rocket: Robot On Wheels 91%
- 5 Shadow Man 90%

## BEST OF THE BITS

If you want to plug some extra bits into your N64 to enhance your gaming pleasure, these are the ones we recommend most highly!

### Nintendo Controller

NINTENDO • £19.99

Without a doubt the best controller you can get for the N64 – since it comes from Nintendo, you'd certainly hope so! If you want to engage in multiplayer fun we recommend that you get yourself a full set.



### Grand Prix Racing Wheel II

JOYTECH • (01525) 852900 • £59.99

One of the best wheels around, the Grand Prix – which has an official Jordan team licence – has responsive controls and a realistic feel. It's also very easy to set up, making it a definite race-winner!

### 4 Meg Memory Card

DATL • £29.99

Non-Nintendo memory cards have a reputation for being somewhat dodgy and prone to losing your saved game data, but Datel's cards are generally considered the most reliable of the bunch. The 4 Meg model is equal to 16 Nintendo Controller Paks, and lets you access all the pages at once instead of having to flip between them.



### Ultra Racer 64

INTERACT • £29.99

It might look weird, but this is actually a very good mini steering wheel. It's ideally suited to F-1 World Grand Prix, so if you're a Formula 1 addict, this is the one for you!





## 64 TOP RACING GAMES



- 1 Ridge Racer 64 94%
- 2 F-1 World Grand Prix 94%
- 3 Micro Machines Turbo 64 90%
- 4 F-Zero X 90%
- 5 F-1 World Grand Prix II 90%

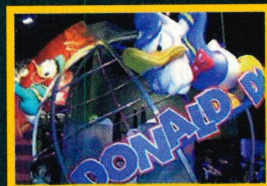
## 64 TOP SPORTS GAMES



- 1 ISS '98 95%
- 2 Tony Hawk's Skateboarding 94%
- 3 ISS 64 93%
- 4 Michael Owen's WLS 2000 90%
- 5 NFL QBC 2000 90%

Game Name	Company	Icons	Issue	Score	Comment
NHL '99	EA Sports	1-4 ● ● ● ●	20	88%	The best ice hockey game on the market.
NHL Breakaway '98	Acclaim	1-4 ● ● ● ●	12	80%	Early attempt at a hi-res sports game. Not bad.
NHL Breakaway '99	Acclaim	1-4 ● ● ● ●	25	74%	Almost identical to Breakaway '98, so out of date!
Nightmare Creatures	Activision	1 ● ● ● ●	24	55%	Dog-rough attempt at a horror game.
Nuclear Strike 64	THQ	1 ● ● ● ●	36	83%	Slightly dated, but still exciting, helicopter blast.
Off-Road Challenge	GT Interactive	1-2 ● ● ● ●	17	27%	Based on Cruis'n USA, and nearly as bad!
Ogre Battle 64	Nintendo	1 ● ● ● ●	31	77%	Intriguing strategy/RPG scuppered by reams of Japanese text.
Olympic Hockey '98	GT Interactive	1-4 ● ● ● ●	12	70%	Tepid reworking of Wayne Gretzky with Olympic teams.
Paperboy	Midway	1 ● ● ● ●	34	41%	Horribly ill-conceived attempt to update a classic arcade game.
Penny Racers	THQ	1-4 ● ● ● ●	23	66%	Slow and annoying toy racer with a track-building mode.
Perfect Dark	Rare	1-4 ● ● ● ●	41	98%	The best shoot-'em-up the world has ever seen!
Pilotwings 64	Nintendo	1 ● ● ● ●	1	76%	Slow but intriguing flight sim (of sorts) with lots to do.
Pokémon Snap	Nintendo	1 ● ● ● ●	32	88%	Strange but compelling photo-safari game.
Pokémon Stadium	Nintendo	1-4 ● ● ● ●	39	88%	Batter insufferably cute monsters to death in gladiatorial-style arenas!
Premier Manager 64	Gremlin	4 ● ● ● ●	29	85%	Surprisingly engrossing footy management sim.
Puyo Puyo Sun 64	Compile	1-2 ● ● ● ●	8	87%	Simple but horribly addictive Tetris-style puzzler.
Puzzle Dama	Konami	1-4 ● ● ● ●	16	80%	Similar to Puyo Puyo, but not quite as good.
Quake	GT Interactive	1-2 ● ● ● ●	13	74%	Slightly disappointing PC conversion, which only supports two players.
Quake II	Activision	1-4 ● ● ● ●	30	93%	Excellent shoot-'em-up with a superb multiplayer game.
Racing Simulation: Monaco Grand Prix	Ubi Soft	1-2 ● ● ● ●	25	87%	Easier to get into than F-1 WGP, and nearly as good.
Rainbow Six	Take 2	1-2 ● ● ● ●	34	90%	Excellent, complex and tactical first-person shooter.
Rakuga Kids	Konami	1-2 ● ● ● ●	21	79%	Quirky fighter for younger gamers – not much skill needed.
Rampage: Universal Tour	GT Interactive	1-3 ● ● ● ●	26	25%	Gets tedious after about five seconds of play!
Rampage World Tour	GT Interactive	1-3 ● ● ● ●	13	38%	Boring conversion of a dull old arcade game.
Rayman 2: The Great Escape	Ubi Soft	1 ● ● ● ●	33	94%	Graphically gorgeous platform game with a lot of challenge.
Ready 2 Rumble	Midway	1-2 ● ● ● ●	34	75%	Unsuccessful N64 port of the much better Dreamcast game.
Resident Evil 2	Virgin/Capcom	1 ● ● ● ●	35	94%	Fantastic (and gory) zombie-filled adventure.
ReVolt	Acclaim	1-4 ● ● ● ●	30	80%	Genuinely enjoyable radio-controlled car racer.
Ridge Racer 64	Nintendo	1-4 ● ● ● ●	38	94%	The best version of Ridge Racer so far and the hottest racing game on the N64!
Road Rash 64	THQ	1-4 ● ● ● ●	34	79%	Looks hideous, but plays surprisingly well.
Roadsters	Titus	1-4 ● ● ● ●	33	86%	Crisply-drawn and fun, if unoriginal, sports car racing game.
Robotron 64	GT Interactive	1-2 ● ● ● ●	17	79%	No-nonsense classic-style shooter – prepare to wear out your thumb!
Rocket: Robot On Wheels	Ubi Soft	1 ● ● ● ●	34	91%	Weird platform adventure with realistic physics.
Rugrats Treasure Hunt	THQ	1-4 ● ● ● ●	30	44%	Tedious board game based on the cartoon series.
Rush 2: Extreme Racing USA	GT Interactive	1-2 ● ● ● ●	22	80%	SF Rush sequel – better handling, but less exploration.
San Francisco Rush	GT Interactive	1-2 ● ● ● ●	9	70%	Racer with lots of stunts and secrets, but terrible controls.
SCARS	Ubi Soft	1-4 ● ● ● ●	21	81%	Good multiplayer racer, but doesn't have many tracks.
Shadowgate 64	THE Games	1 ● ● ● ●	30	45%	Brain-grindingly boring adventure with no action.
Shadow Man	Acclaim	1 ● ● ● ●	30	90%	Huge, engrossing and tough adult-themed adventure.
Shadows Of The Empire	Nintendo	1 ● ● ● ●	1	58%	Duff Star Wars tie-in made up of (mostly dodgy) sub-games.

## 64 MAG'S MOST WANTED



### DONALD DUCK

What can we say? We just like ducks! Seriously though, with Disney behind the game and Ubi Soft developing it with the Rayman 2 engine – it's gotta be something special!



### CONKER'S BAD FUR DAY

Blood 'n' guts, swearing and innuendo – and the chance to watch a bunch of insufferably cute furry animals get wasted... ace!



### RESIDENT EVIL ZERO

Oh yes, this is the game we want! Don't let us down Capcom – give us some 'survival horror' and give us it... er, soon!



### TUROK 3

With Perfect Dark finally here (lunch-times in the office will never be the same again!) we've set our sights on this Acclaim offering as the 'next big thing' (alongside all the other big things that is).



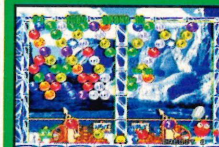
### STARCRAFT 64

Every issue we mention this one and every issue it doesn't turn up. Except this issue that is! Of course, it's still a little while before the UK version arrives – definitely worth the wait though!



Game Name	Company	Icons	Issue	Score	Comment
Sim City 2000	Imagineer	1 ●	12	60%	Japanese text-filled version of the old PC game.
Snowboard Kids	THE Games	1-4 ● ● ●	11	83%	Fun comedic snowboard game with lots of special weapons.
Snowboard Kids 2	Atlus	1-4 ●	26	80%	Decent sequel that doesn't offer anything new over the original.
South Park	Acclaim	1-4 ● ● ● ●	23	64%	Illy fast-buck licence based on the Turok 2 game engine.
South Park Rally	Acclaim	1-4 ● ● ● ●	35	73%	Ingenious, but poorly-done, twist on a standard racing theme.
Space Station: Silicon Valley	Take 2	1 ● ● ●	20	87%	Bizarre but engrossing adventure full of robot animals.
Starshot: Space Circus Fever	Infogrames	1 ● ● ● ●	25	42%	Nasty Banjo-Kazooie type game; jerky and totally annoying.
Star Soldier: Vanishing Earth	Hudson	1 ● ● ● ●	17	65%	Poor attempt to do an R-Type/Axelay shooter on the N64.
Star Wars: Rogue Squadron	Nintendo	1 ● ● ● ●	23	90%	Superb Star Wars combat game, but can get rather repetitive.
Star Wars: Episode 1 Racer	Nintendo	2 ● ● ● ●	28	82%	Very fast, but too easy to provide long-term excitement.
Supercross 2000	EA Sports	1-2 ● ● ● ●	35	62%	Turgid dirtbike racer let down by dog-slow control system.
Superman	THE Games	1-4 ● ● ● ●	30	14%	Truly appalling game with no playability at all.
Super Mario 64	Nintendo	1 ● ● ● ●	1	92%	The first, and still a great, N64 game.
Super Robot Spirits	Banpresto	1-2 ● ● ● ●	20	49%	Useless giant robot fighter.
Super Smash Brothers	Nintendo	1-4 ● ● ● ●	24	87%	Mario and friends hit each other. Top four-player fun.
Tamagotchi World	Bandai	1-4 ● ● ● ●	11	66%	Japanese board game based on Tamagotchis.
Tarzan	Activision	1 ● ● ● ●	39	85%	Cute cartoon platform adventures with Disney's apeman.
Taz Express	Infogrames	1 ● ● ● ●	40	82%	More mad cartoon fun from everybody's favourite Devil!
Tetrisphere	Nintendo	1-2 ● ● ● ●	10	70%	Interesting but not entirely perfect attempt to move Tetris into 3-D.
TGR 2	Kemco	1-4 ● ● ● ●	36	76%	Unexciting and frustrating rally racer.
The New Tetris	Nintendo	1-4 ● ● ● ●	32	80%	Yet another Tetris update, this time with a four-player mode.
Tonic Trouble	Ubi Soft	1 ● ● ● ●	31	77%	Amusing platformer that's somewhat on the easy side.
Tony Hawk's Skateboarding	Activision	1-2 ● ● ● ●	38	93%	The only skateboarding game on the N64 – luckily it's fantastic!
Top Gear Overdrive	THE Games	1-4 ● ● ● ●	22	65%	Lame follow-up to the much better Top Gear Rally.
Top Gear Rally	THE Games	1-2 ● ● ● ●	7	80%	Good racing game with excellent car handling.
Toy Story 2	Activision	1 ● ● ● ●	36	80%	Decent film conversion adventure.
Turok 2: Seeds Of Evil	Acclaim	1-4 ● ● ● ●	21	85%	Bloodthirsty and over-large game in the Doom mould.
Turok: Dinosaur Hunter	Acclaim	1 ● ● ● ●	1	70%	First in the series, plagued by fogging and annoying platform hits.
Turok: Rage Wars	Acclaim	1-4 ● ● ● ●	33	90%	Excellent deathmatch blaster with very tough bot opponents.
Twisted Edge Snowboarding	THE Games	1-2 ● ● ● ●	22	70%	Good-looking game let down by duff controls.
V-Rally '99	Infogrames	1-2 ● ● ● ●	21	69%	Poor conversion of a good PlayStation game.
Vigilante 8	Activision	1-4 ● ● ● ●	25	85%	Aggressive car-based battle game set in the Seventies.
Vigilante 8: Second Offense	Activision	1-4 ● ● ● ●	36	93%	Gun-toting, wheel-spinning sequel.
Virtual Chess	Titus	1-2 ● ● ● ●	19	65%	It's a lot cheaper just to buy a chess set!
Virtual Pool 64	Interplay	1-4 ● ● ● ●	24	84%	Nearly as good as playing the real thing!
Waialae Country Club	Nintendo	1-4 ● ● ● ●	18	15%	Another dreadful golf game.
War Gods	GT Interactive	1-2 ● ● ● ●	6	40%	Completely stupid fighter with crap characters.
Wave Race 64	Nintendo	1-2 ● ● ● ●	1	83%	Excellent jet-ski game, but a sloppy PAL conversion lets it down.
Wayne Gretzky's 3-D Hockey	GT Interactive	1-4 ● ● ● ●	5	78%	Good for its time, but now superseded.
Wayne Gretzky's 3-D Hockey '98	GT Interactive	1-4 ● ● ● ●	10	78%	Update of the above, but no longer the best around.
WCW Vs NWO World Tour	THQ	1-4 ● ● ● ●	9	83%	Good multiplayer game, outdone by WWF Warzone.
WCW Vs NWO Revenge	THQ	1-4 ● ● ● ●	20	85%	Update of WCW Vs NWO World Tour; slightly better.
WCW Nitro	THQ	1-4 ● ● ● ●	31	24%	Ghastly wrestling game that thankfully won't appear in the UK.
Wetrix	Ocean	1-2 ● ● ● ●	16	85%	Fantastic water-based puzzle game.
Wheel Of Fortune	Gametek	1-3 ● ● ● ●	10	30%	Pathetic, Jenny Powell-free US version.
Winback: Covert Operations	Virgin	1-4 ● ● ● ●	38	86%	Top Metal Gear Solid-style action with an unfortunate camera.
Wipeout 64	Midway	1-4 ● ● ● ●	21	80%	Exciting future racer, but struggles with more than two players.
World Cup '98	EA Sports	1-4 ● ● ● ●	14	86%	Yet another update of FIFA.
World Driver Championship	Midway	2 ● ● ● ●	29	77%	Disappointing racer that lacks thrills.
World Soccer 3	Konami	1-4 ● ● ● ●	9	86%	Japanese version of ISS 64.
Worms: Armageddon	Infogrames	1-4 ● ● ● ●	33	94%	Simple but fantastically playable invertebrate combat.
WCW Mayhem	EA	1-4 ● ● ● ●	34	74%	Feeble crack at a wrestling game.
WWF Attitude	Acclaim	1-4 ● ● ● ●	30	87%	Takes Warzone's place as the best wrestling game.
WWF Warzone	Acclaim	1-4 ● ● ● ●	17	86%	Decent wrestler, now superseded by WWF Attitude.
WWF Wrestlemania 2000	THQ	1-4 ● ● ● ●	34	93%	The N64's best wrestling game bar none!
XG2	Acclaim	1-4 ● ● ● ●	20	70%	Sequel to Extreme G, but nowhere near as playable.
Xena: Warrior Princess	Titus	1-4 ● ● ● ●	34	85%	Fast and enjoyable mythological beat-'em-up.
Yoshi's Story	Nintendo	1 ● ● ● ●	13	79%	Sugar-sweet platformer for kids; far too easy for anyone else.

## 64 TOP PARTY/PUZZLE



- 1 Bust-A-Move 2 91%
- 2 Bust-A-Move 3DX 90%
- 3 Puyo Puyo Sun 64 87%
- 4 Wetrix 86%
- 5 Lode Runner 82%

## 64 TOP STRATEGY/SIMULATION GAMES



- 1 Command & Conquer 90%
- 2 Premier Manager 64 85%
- 3 Blast Corps 80%
- 4 Ogre Battle 64 77%
- 5 Pilotwings 76%

## 64 TOP BAD GAMES



- 1 Carmageddon 4%
- 2 Clayfighter 8%
- 3 The Glory Of St Andrews 10%
- 4 Superman 14%
- 5 Waialae Country Club 15%



## REAL-LIFE PERFECT DARK!

Reckon you're good at first-person shooters? Well next issue we take on a game developer in a real-life first-person shooting match! Check out 64 MAGAZINE next month to find out what happened in this developer vs journos grudge match!

98



# Blues Brothers 2000

Full review of Titus' wacky platformer.

**PLUS!**

Roswell Conspiracies: Alien Myths and Legends, Indy Racing League 2000, Hercules, NFL Blitz 2000, Blues Brothers 2000, The World Is Not Enough, ISS Millennium, Conker's Bad Fur Day, Turok 3: Shadow Of Oblivion, Resident Evil Zero.

Issue 43 of Britain's best-selling dedicated N64 magazine is loose on **10 August** — so hot you gotta wear shades!

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Deal Post: Sunburst Labels Plastics; Ken Livingstone for absolutely no bloody diversion signs at Harrods; (b) People who let you down at the last minute; 72 dpi artwork; Bournemouth bouncers (again); Cat litter; Girls who wear tops on the beach; Men who wear socks with sandals; Tourists in general; Football fans; Jeremy bloody Spinks; Single beds; Internet free credit for Wiley; Corrupted Quark documents; Any more N64 release delays!

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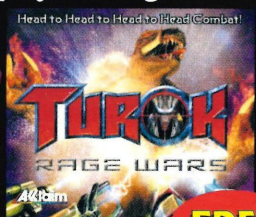
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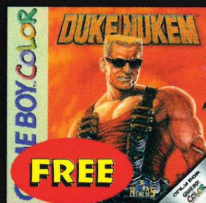
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